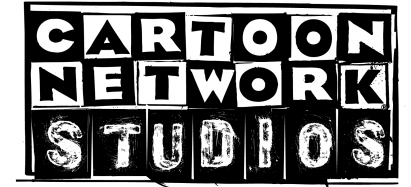




“Incendium”
1008-074
Network Pitch



Date 05/16/11

- ☒ Board Team Final
- ☒ Creators Pass
- ☒ Network Approval 05/16/11
- ☐ Recording/Standards Board
- ☐ Revisionist Pass
- ☐ Animatic Scan Board
- ☐ Pre-Animatic Slug Board
- ☐ Conformed to Animatic Board
- ☐ Final

Adventure Time Created by
Pendleton Ward

Creative Director

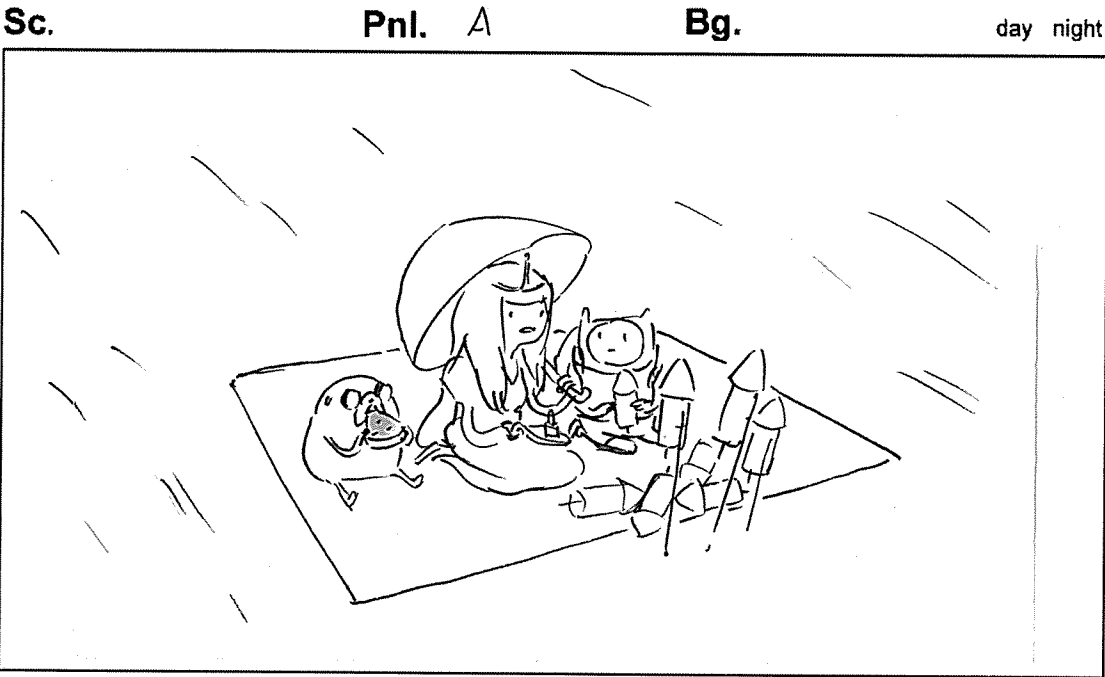
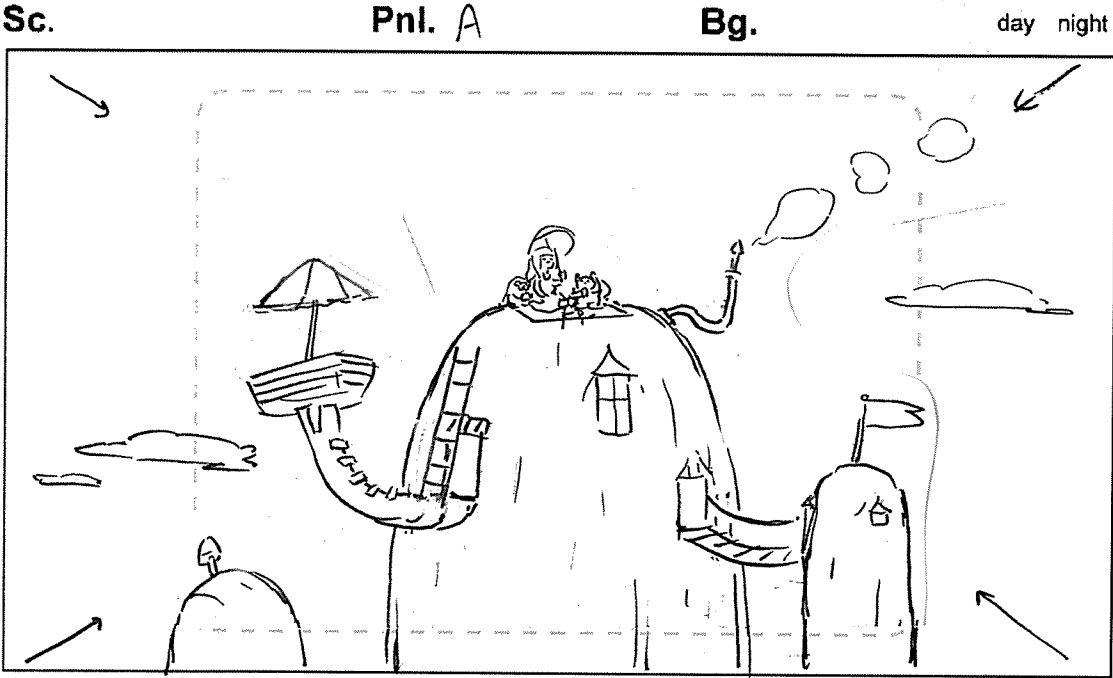
Storyboard by
Rebecca Sugar & Adam Muto

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ADVENTURE TIME



Page 01

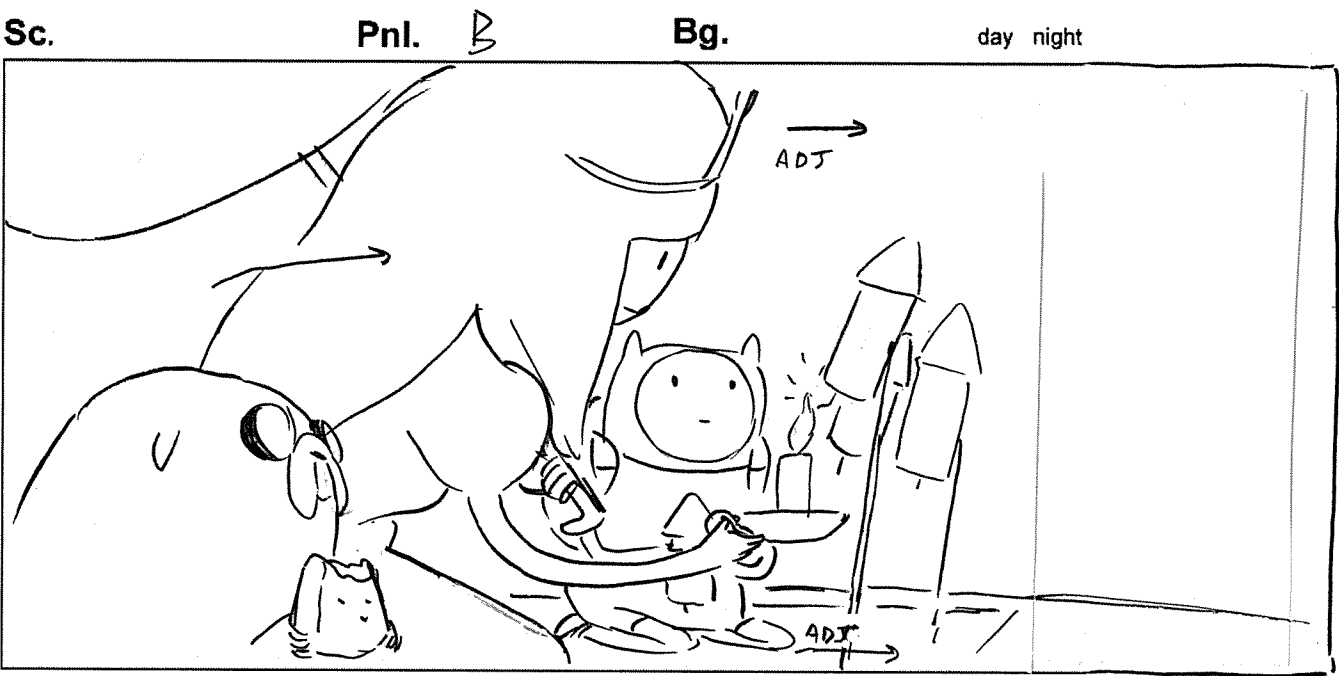
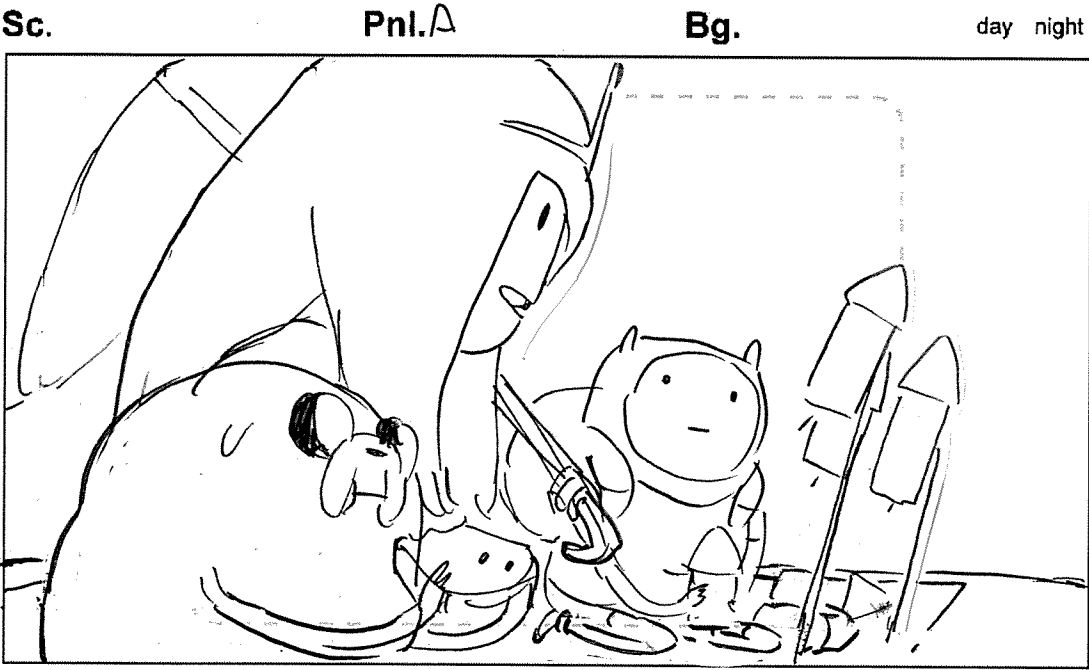


Dialog:	PB) AND SO, THROUGH MY EXPERIMENTS WITH CLOUD SEEDING...
Action:	J EATING WATERMELON, F LISTENING INTENTLY, HOLDING A ROCKET NERVOUSLY, PB HAS CANDLE + UMBRELLA
Timing:	

EPISODE # 100874
Production :

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ADVENTURE TIME



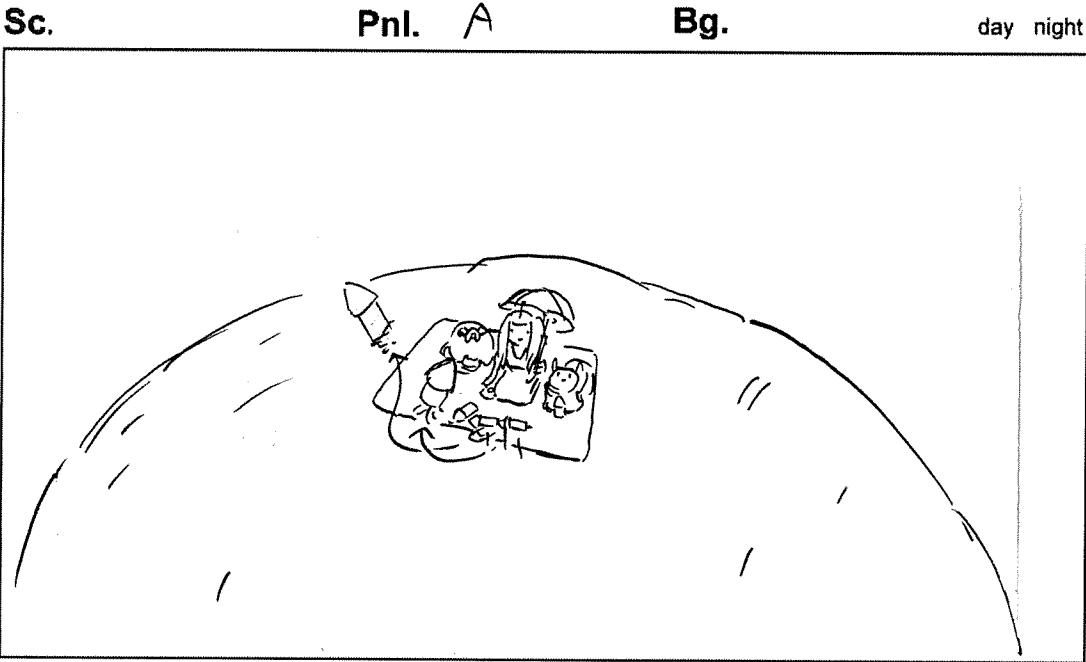
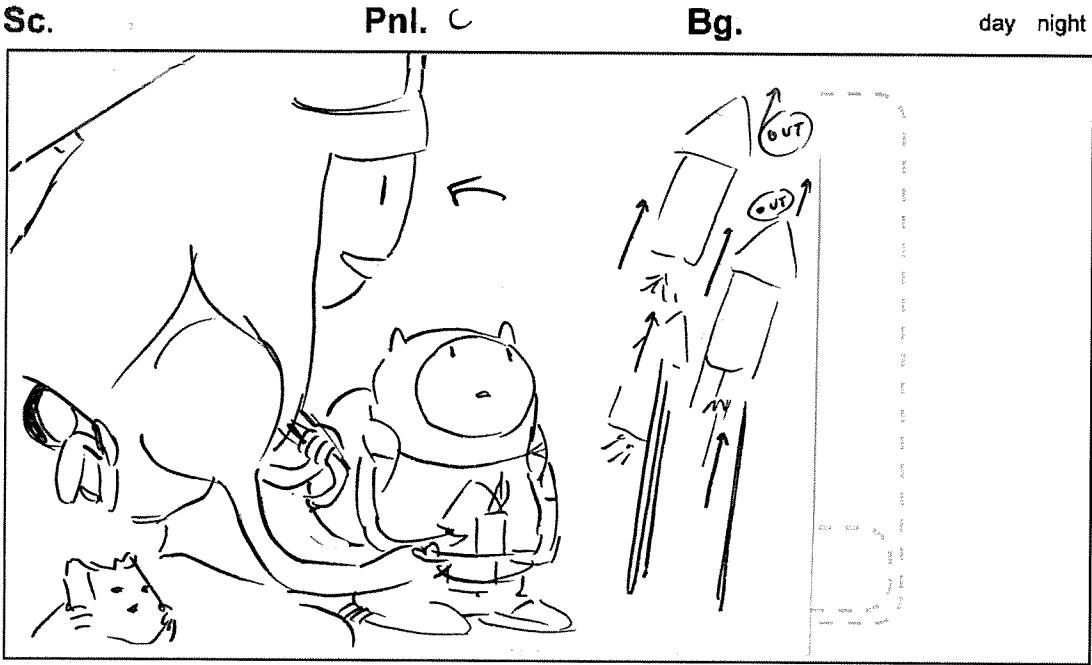
Dialog:	PB> IVE INVENTED ...
Action:	PB LIFTS CANDLE TO ROCKET FUSES
Timing:	

Production :

100874

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ADVENTURE TIME



Dialog:

PB) LIQUID FIREWORKS!!!

Action:

ROUETS LIGHT + SHOOT OUT OF THE SHOT

Timing:

EPISODE # 100874

Production :

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ADVENTURE TIME



Sc. Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action:

Timing:

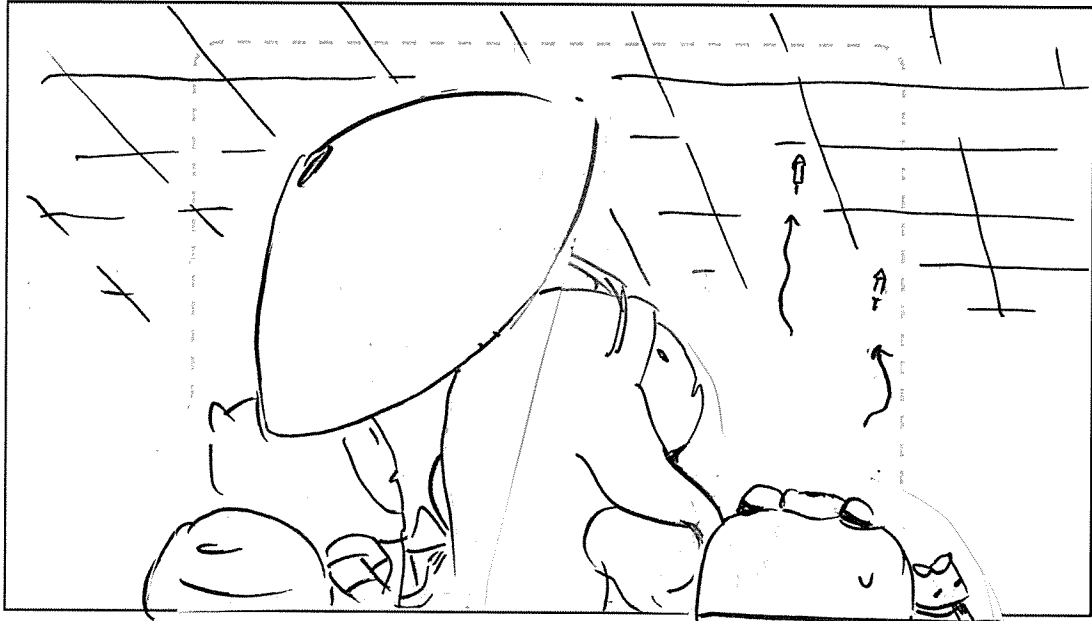
EPISODE # 100874
Production :

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ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

Action:

PB, F, & J WATCH FIREWORKS FLY INTO AIR

POW!
FIREWORKS EXPLODE!

Timing:

EPISODE # 100874

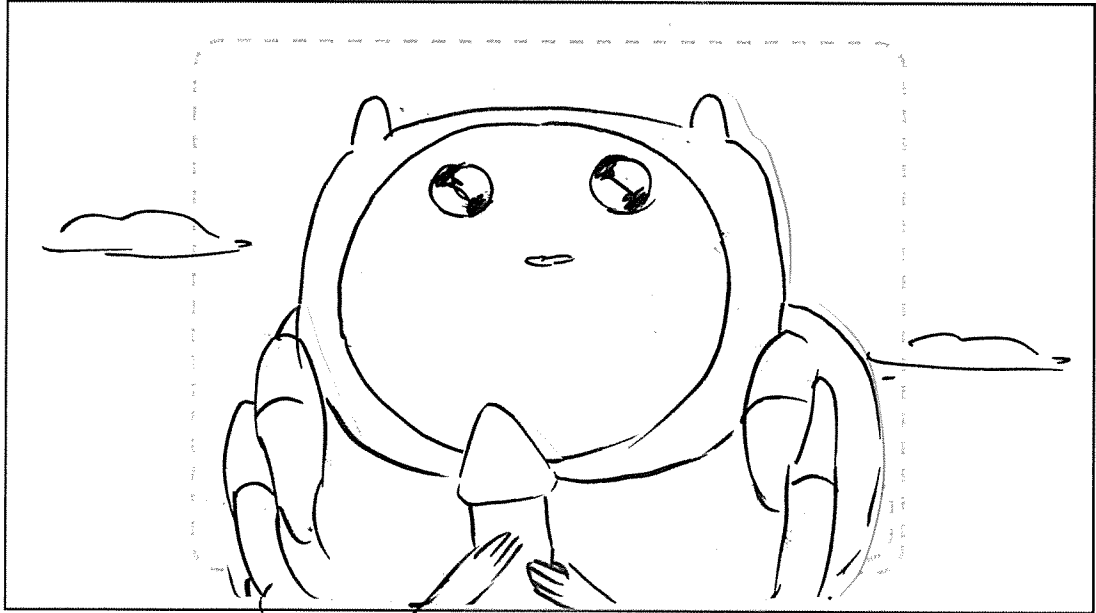
Production :

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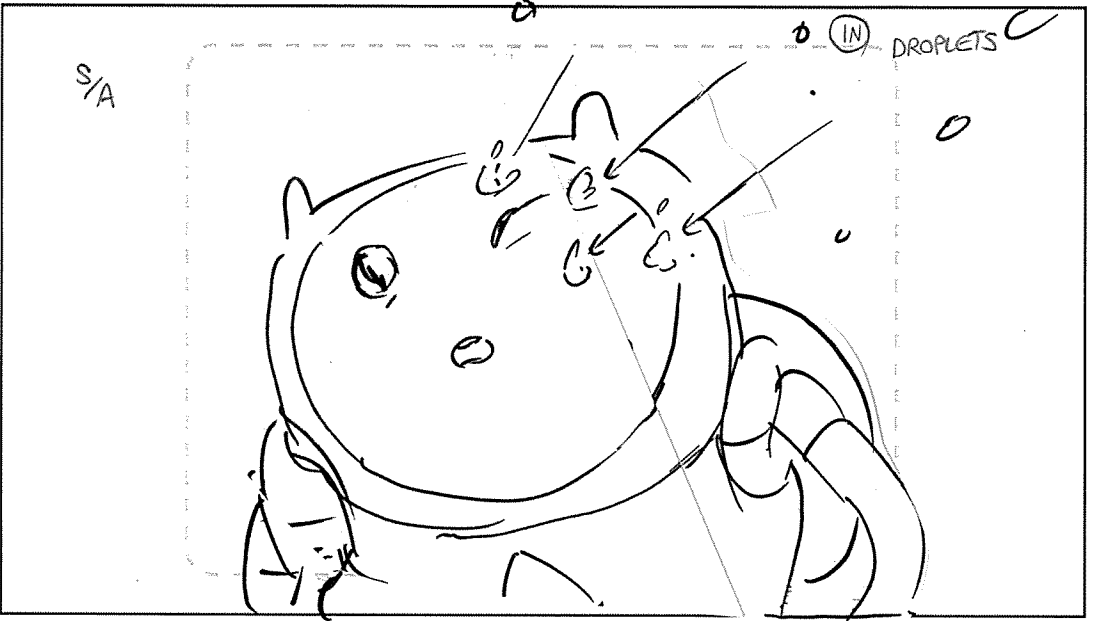
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



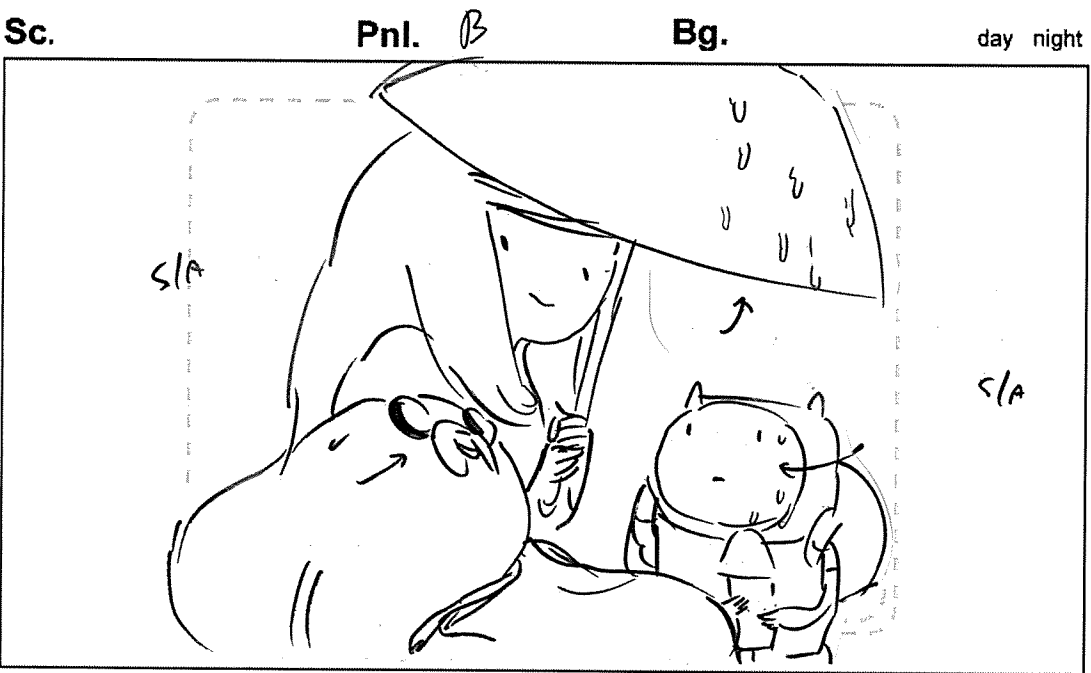
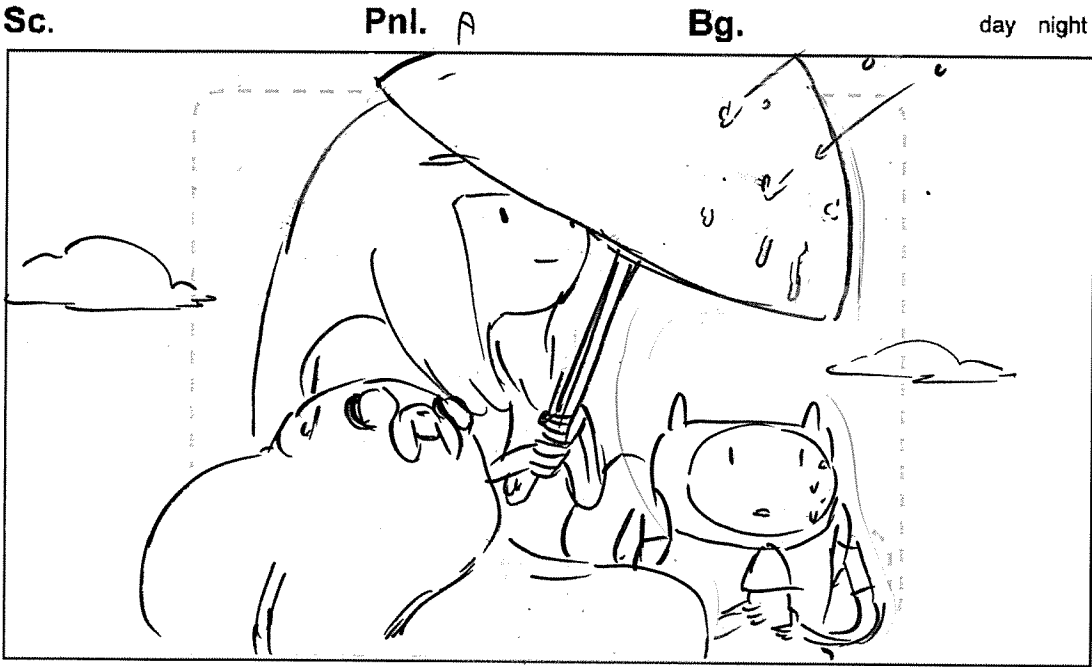
Dialog:
Action: ~ BEAT ~
Timing:

SPUTT
F GETS HIT IN THE FACE WITH
COLORED DROPLETS OF FIREWORK-RAIN

EPISODE # 100874
Production :

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ADVENTURE TIME



Dialog:

3) THAT'S REALLY COOL, PB!

Action:

SPAT SPAT SPAT PAT
RAIN HITS + DRIPS DOWN PB'S UMBRELLA
(S IS LEANING ON PB TO GET UNDER UMBRELLA)

Timing:

100874

EPISODE #

Production :

ADVENTURE TIME

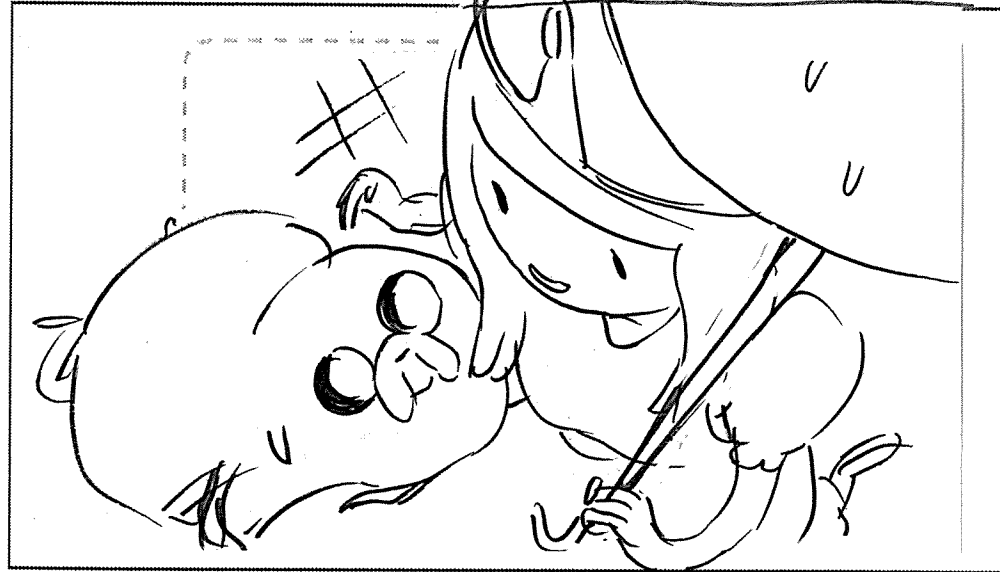


Page 08

Sc.

Pnl. A

night

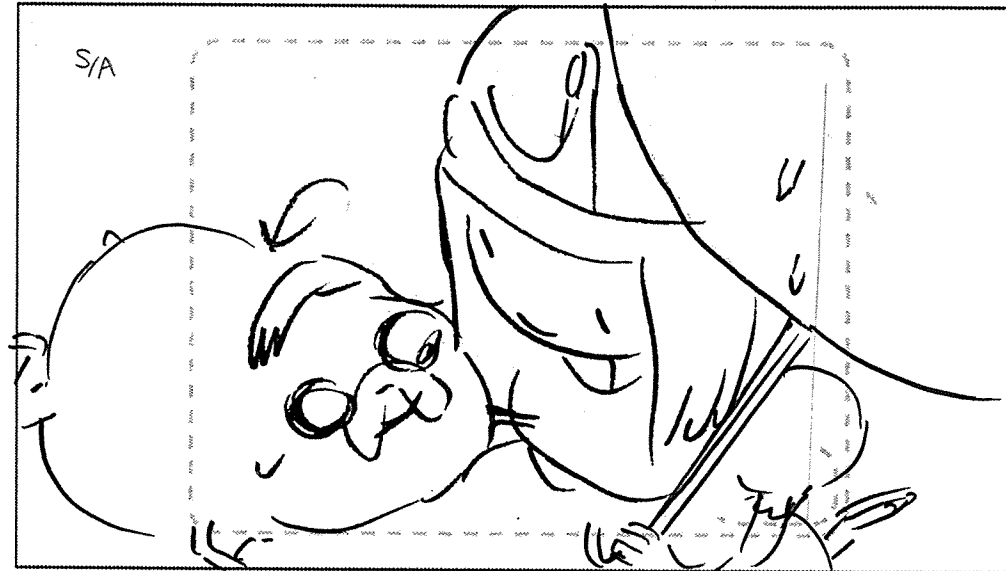


Sc.

Pnl. B

Bg.

day night



Dialog:

PB) AW, THANKS
PUPPY

Action:

Timing:

PB PETS JAKE'S
HEAD

EPISODE # 100874

Production :

ADVENTURE TIME



A

Sc.

Pnl.

Bg.

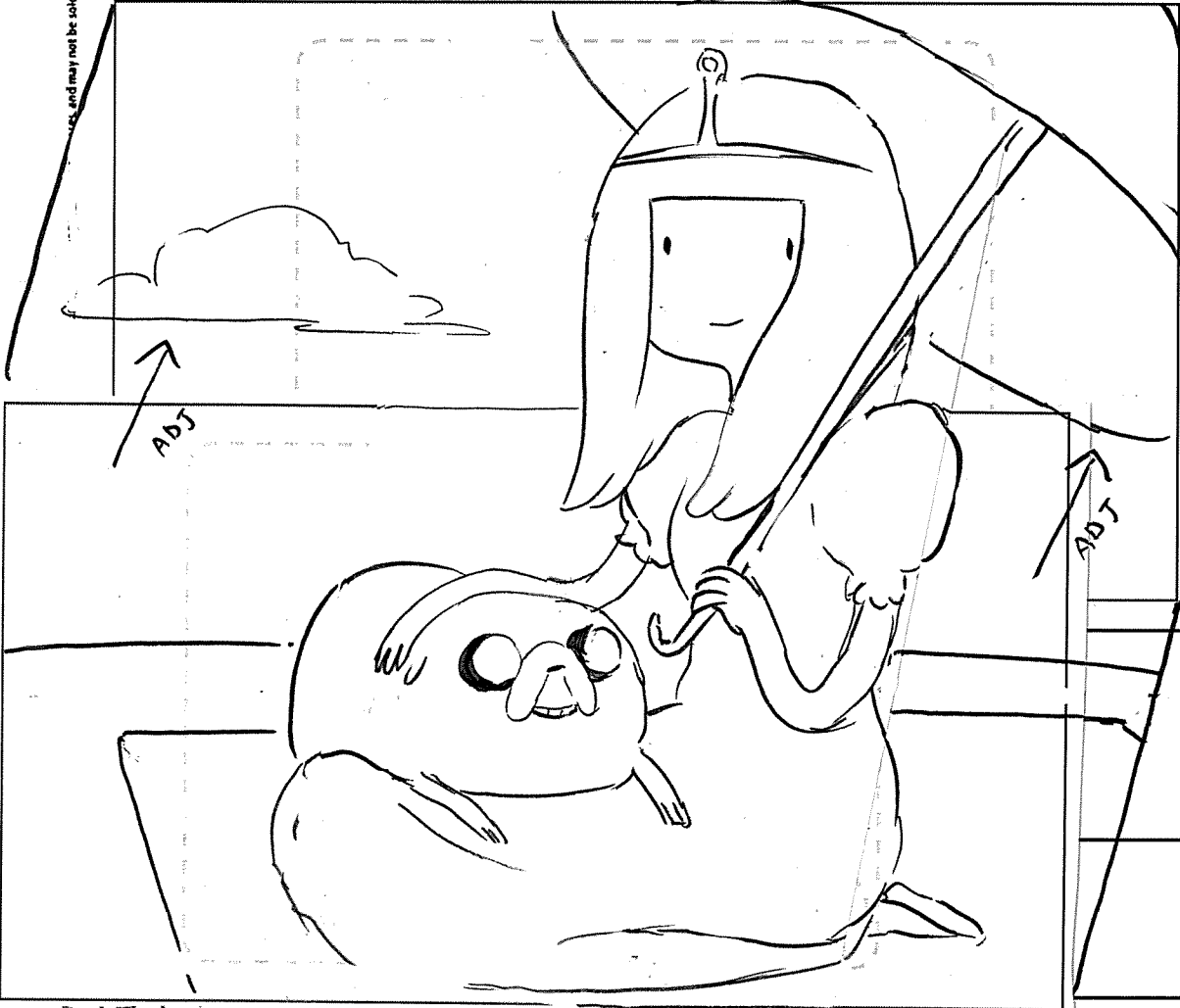
day night

Sc.

Pnl. A

Bg.

day night



J) ISN'T
IT COOL,
FINN?

F) ~~~~~ (SFX) /
CHOKES! ~~~~~

Timing:

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Production :

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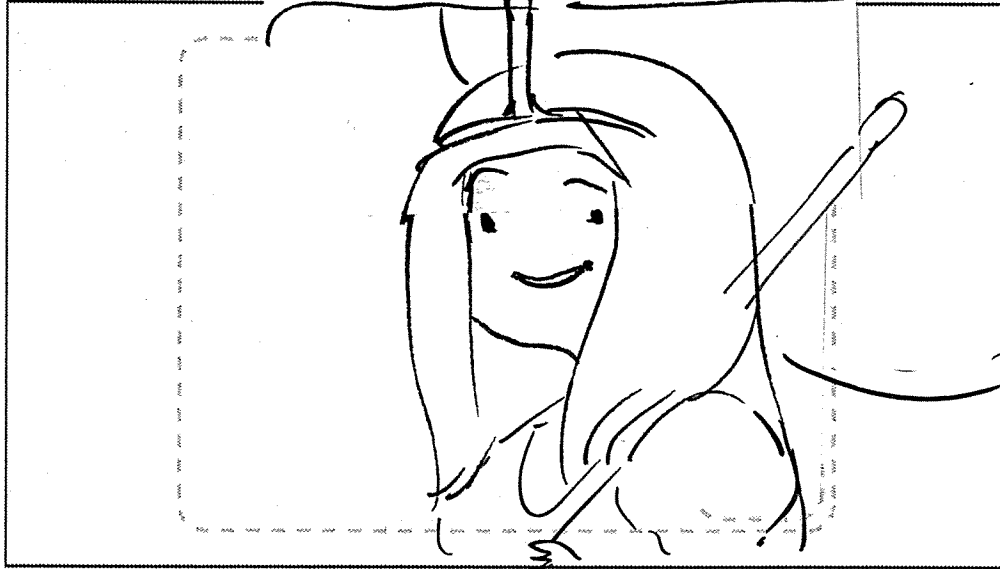
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A
Sc.

A

day night

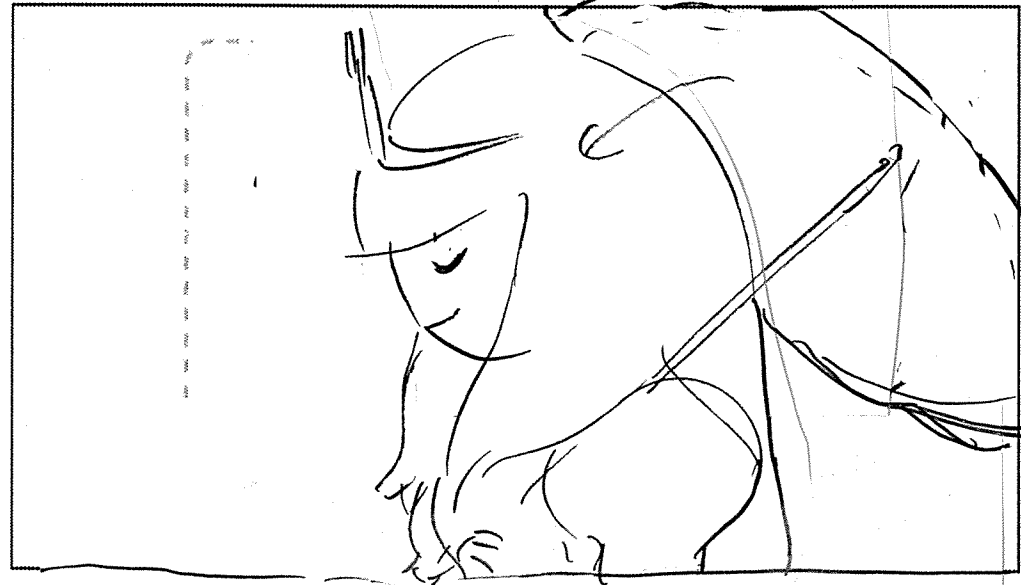


Sc.

Pnl. B

Bg.

day night



Dialog:

PB 11A 11A!

Action:

Timing:

PB LOOKS DOWN AT J

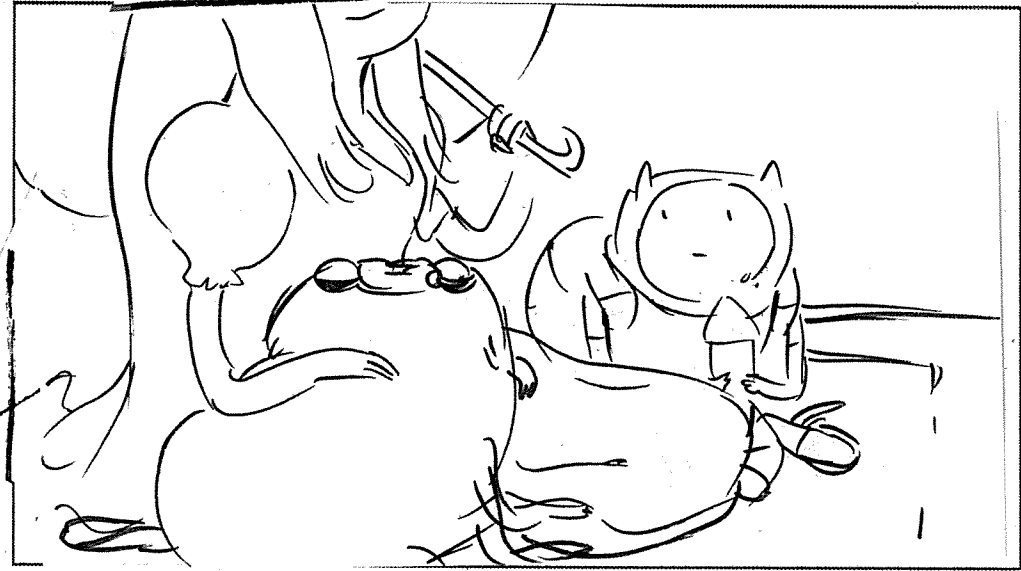
EPISODE # 100874

Production :

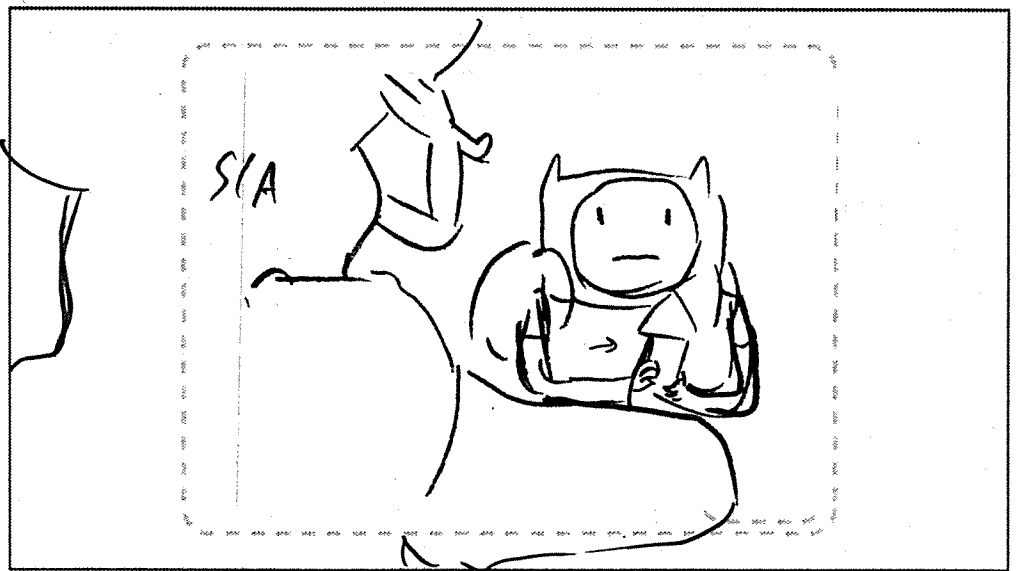
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night

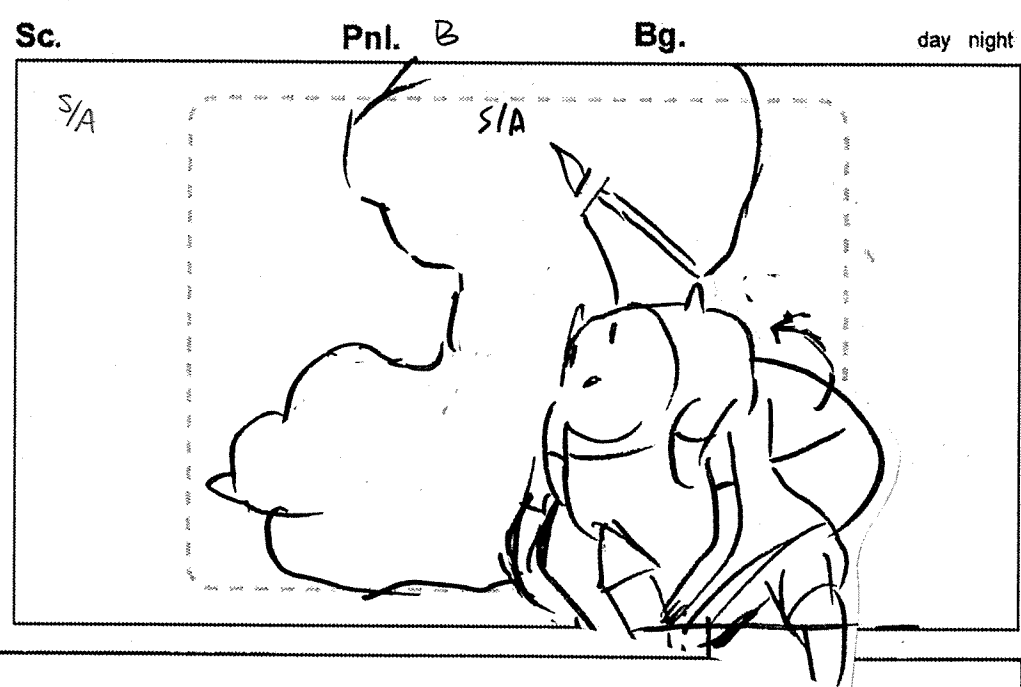
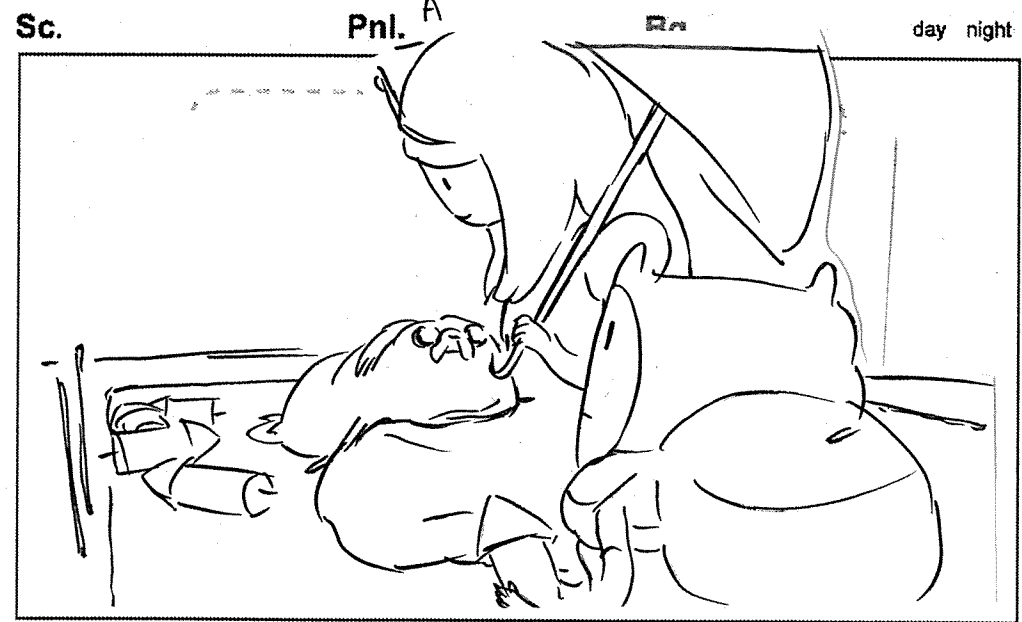


Dialog:	
Action:	F STARES AT PB'S LAP
Timing:	
	F FUMBLES W/ROCKET NERVOUSLY

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ADVENTURE TIME



Dialog:	
Action:	F STARES, REVERSE SHOT
Timing:	INCHES CLOSER

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URE TIME



Page 13

Sc.

A

Bg.

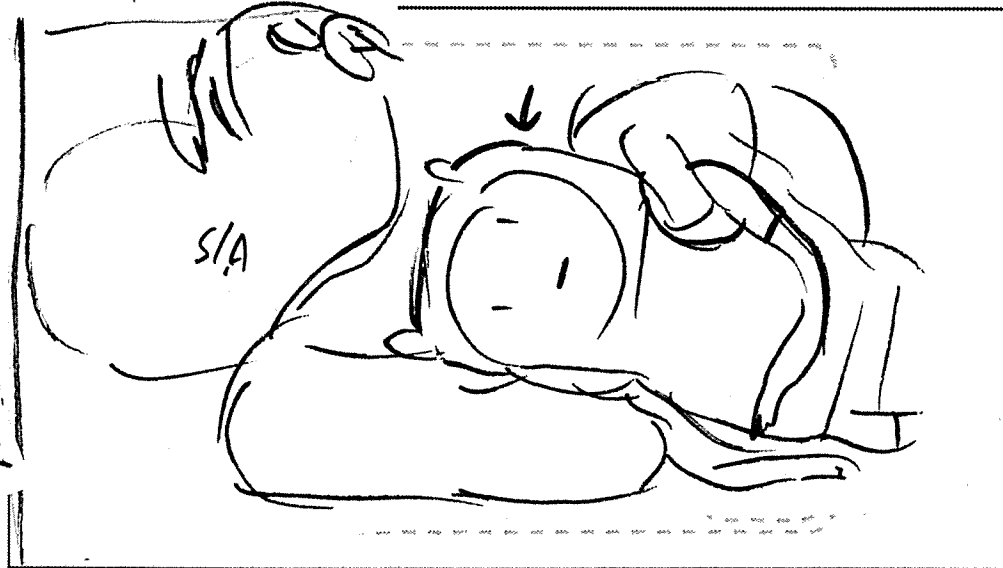
day night



B

Bg.

day night



Dialog:

Action:

Timing:

F PLACES HEAD IN LAP

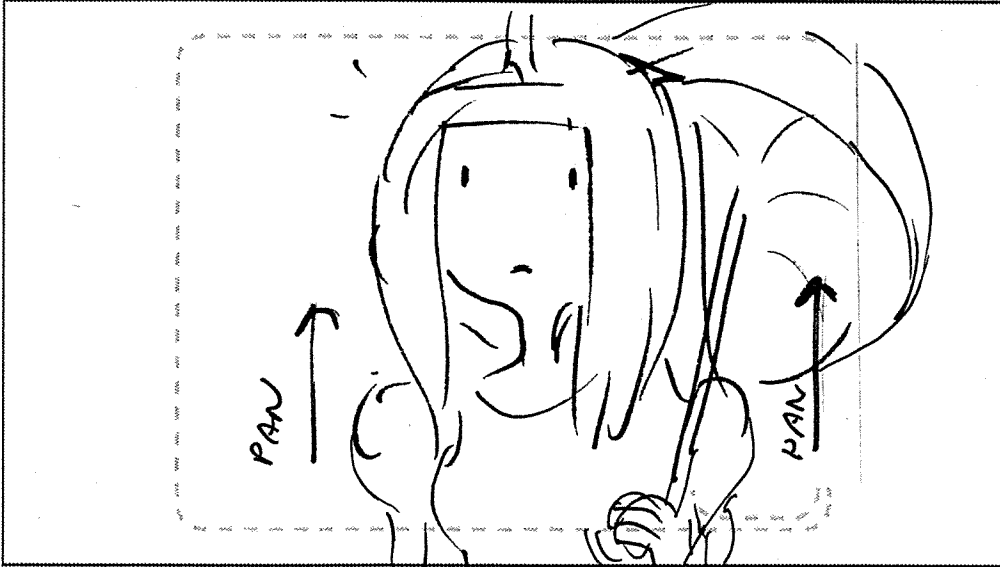
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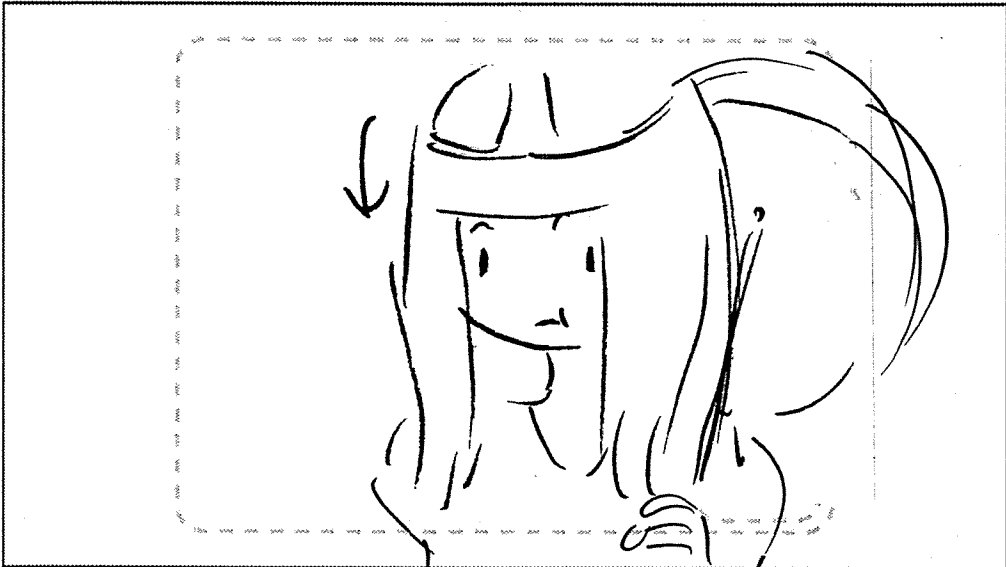
ADVENTURE TIME



Sc. Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:	
Action:	PAN UP TO PB PB LOOKS DOWN AT F BEMUSED
Timing:	

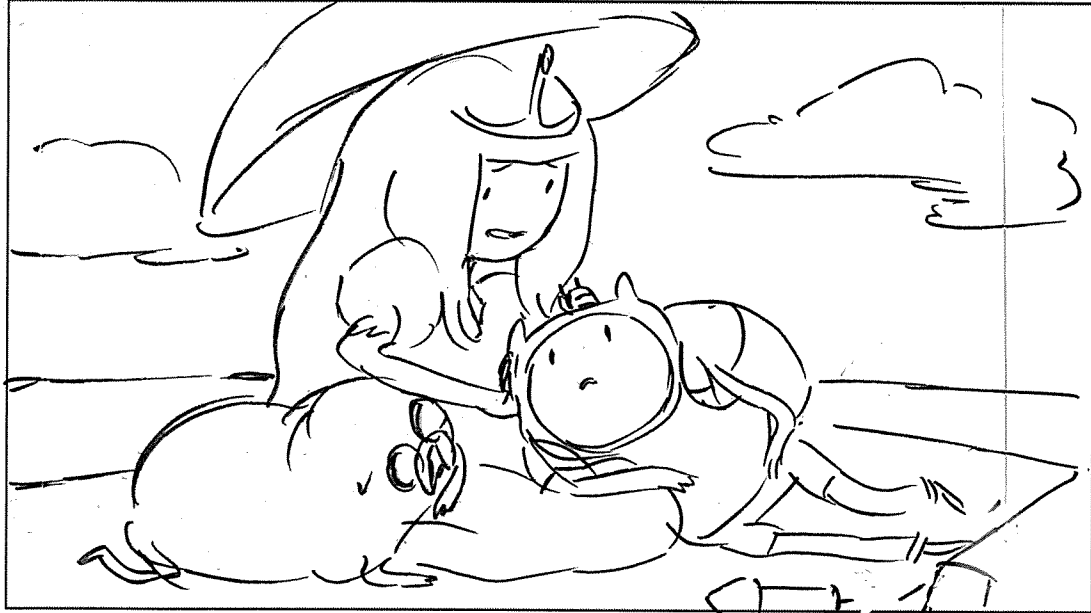
EPISODE # 10087A
Production :

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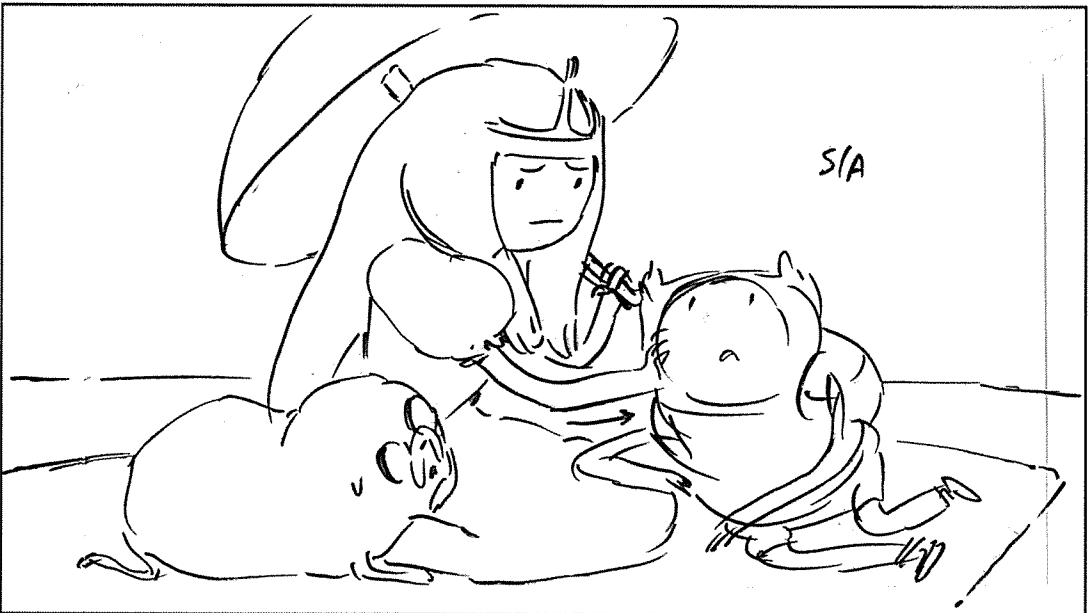
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	PB) OHH... FINN, NO...
Action:	PB PUSHES FINN AWAY
Timing:	

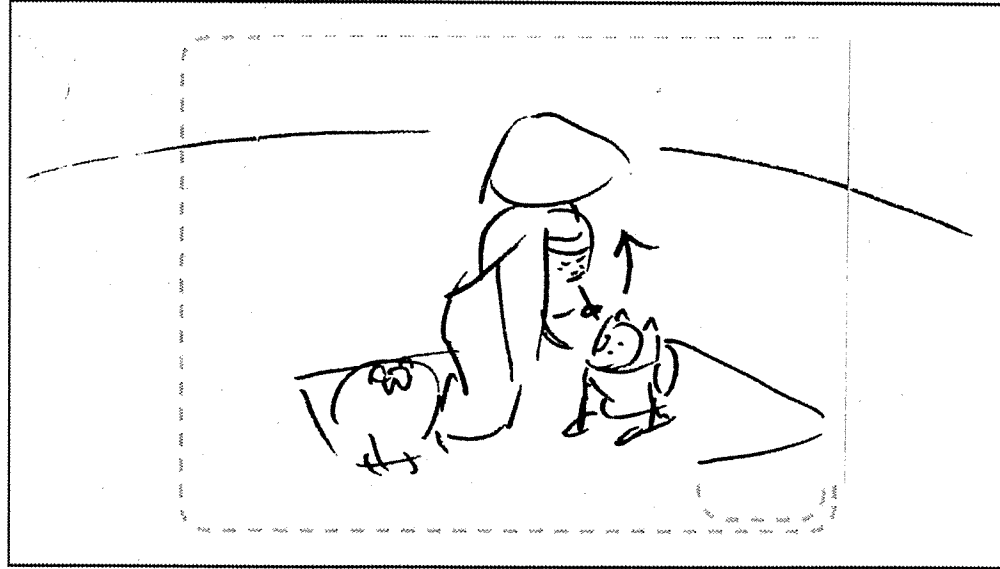
EPISODE # 100874
Production :

ADVENTURE TIME

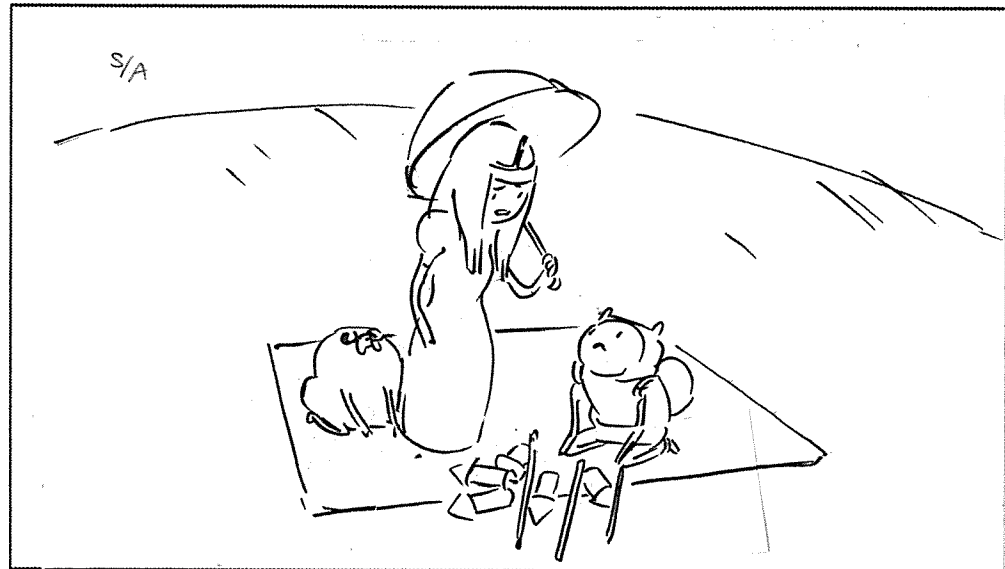


Page 16

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

Action:

Timing:

PB STANDS

PB) C'MON FINN...
DONT BE WEIRD..

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ADVENTURE TIME



Sc. Pnl. C Bg. day night

Sc. Pnl. A Bg. day night

Dialog:		AB) LOOK, i'v SEE 400 GUNS LATER...
Action:		(WALKS OFF TO LADDER & DOWN)
Timing:		

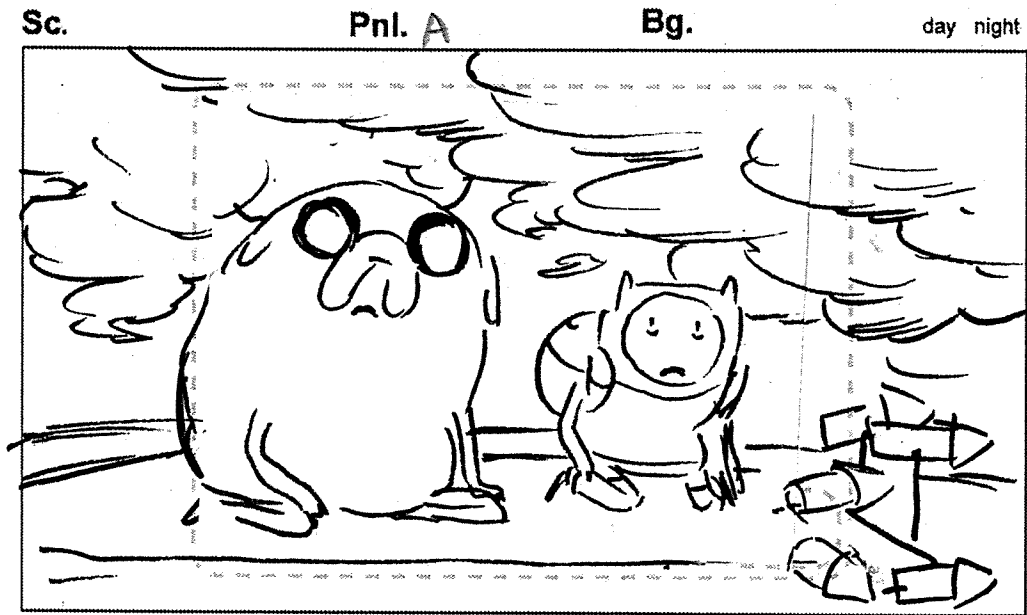
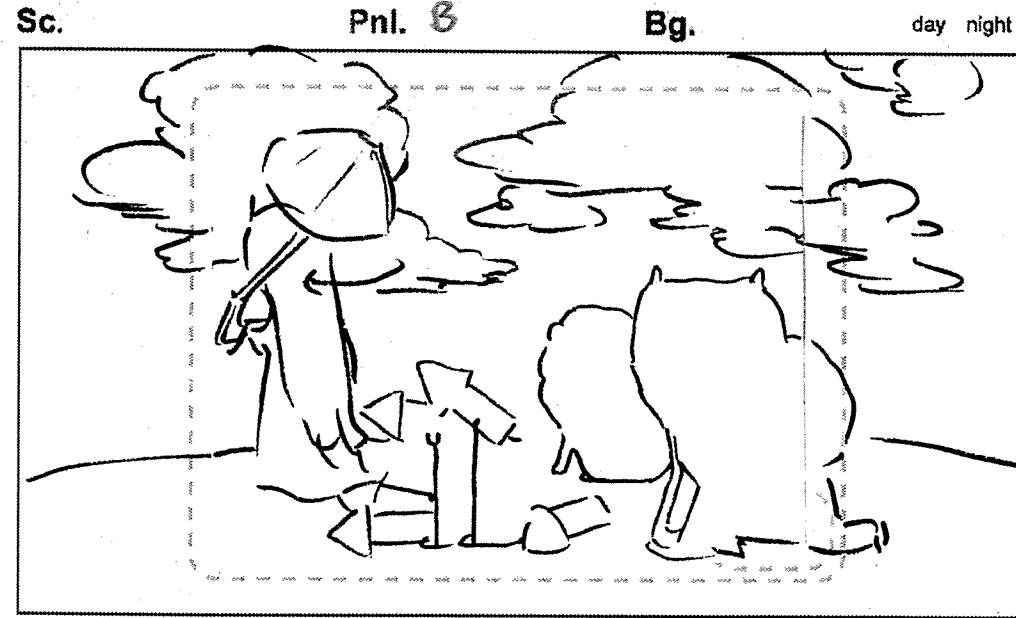
STARTS WALKING
OFF

EPISODE # 100874
Production :

ADVENTURE TIME



Page 18



Dialog:

Action:

PB CLIMBS DOWN
ADDER

Timing:

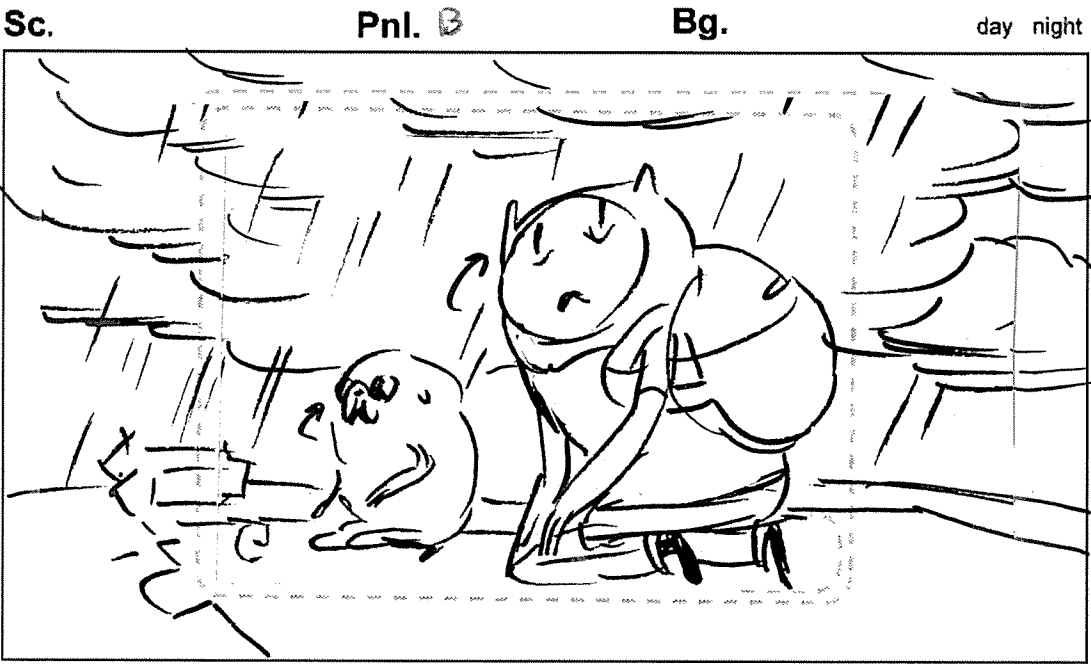
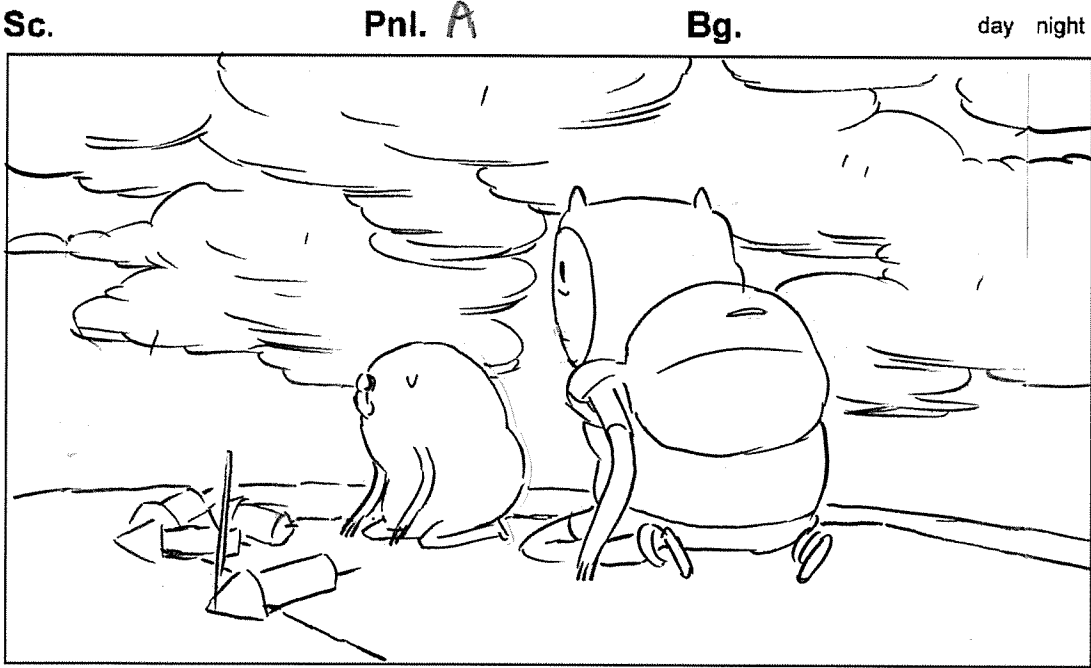
F+J
STARE AT HER
(UNDER CLOUD SKY)
J IN FG

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Production :

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ADVENTURE TIME



Dialog:

Action:

SFX) THUNDER
RUMBLE ~~~~~

F + J TURN AS COLORED FIREWORK RAIN
BEGINS TO FALL.

Timing:

EPISODE # 100874

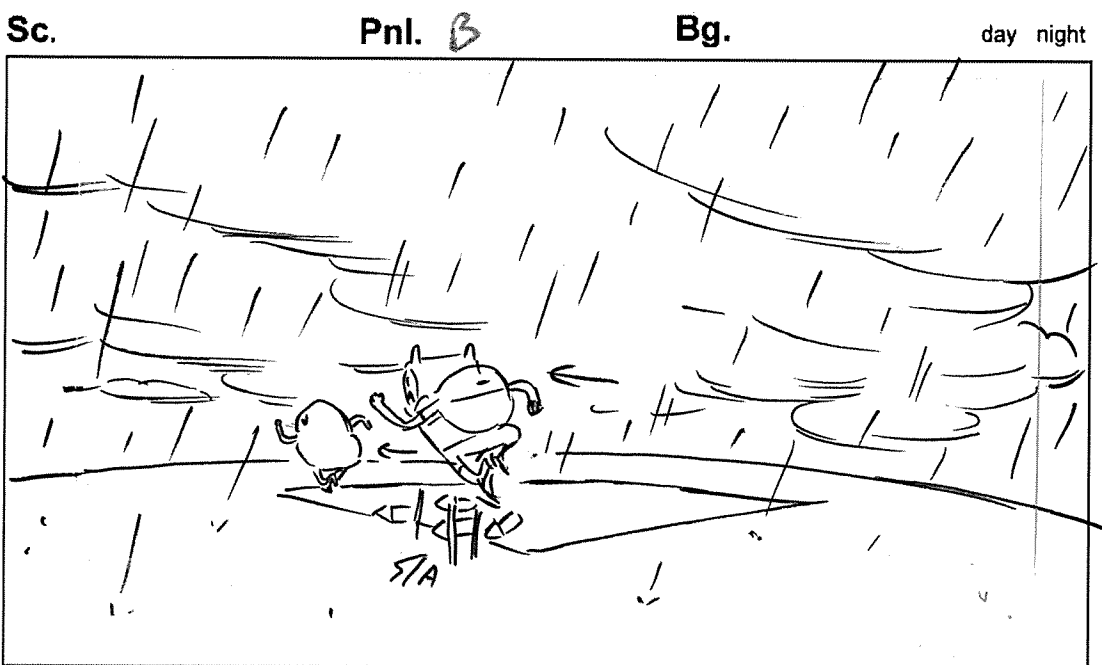
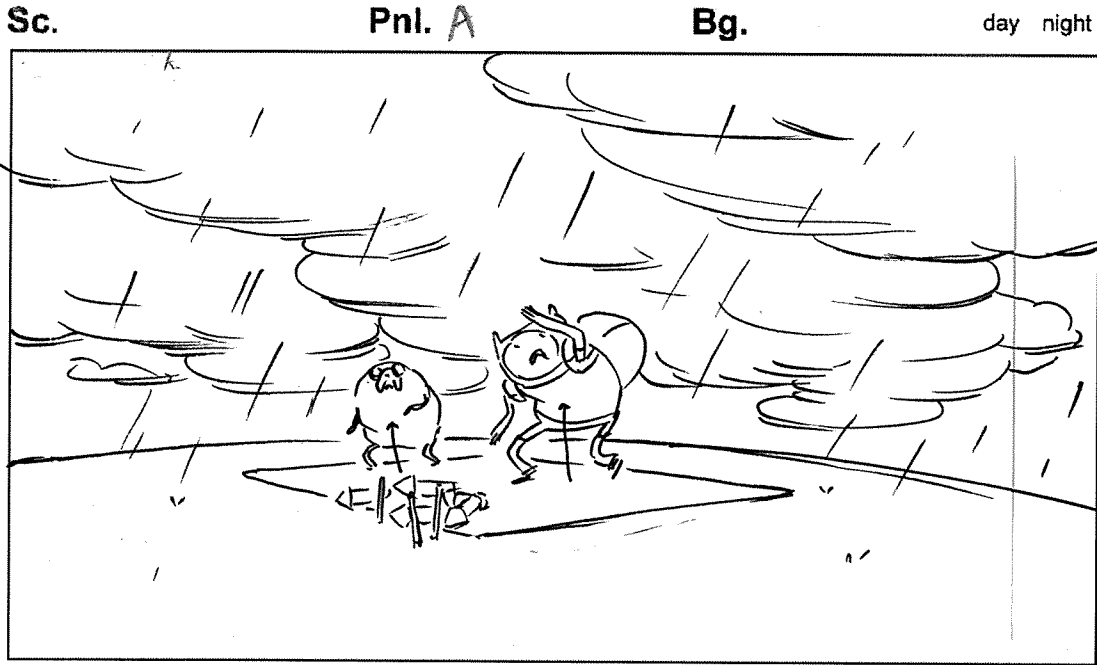
Production :

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ADVENTURE TIME



Page 20



Dialog:

Action:



F + J STAND AS FIREWORK RAIN
SPEEDS UP -

THEY RUN TO GET BACK INSIDE

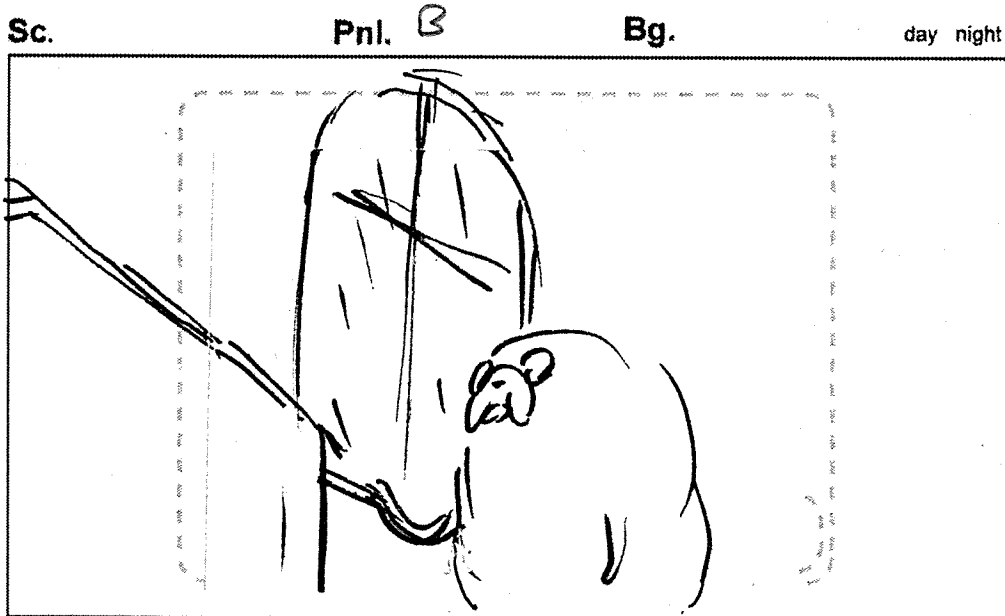
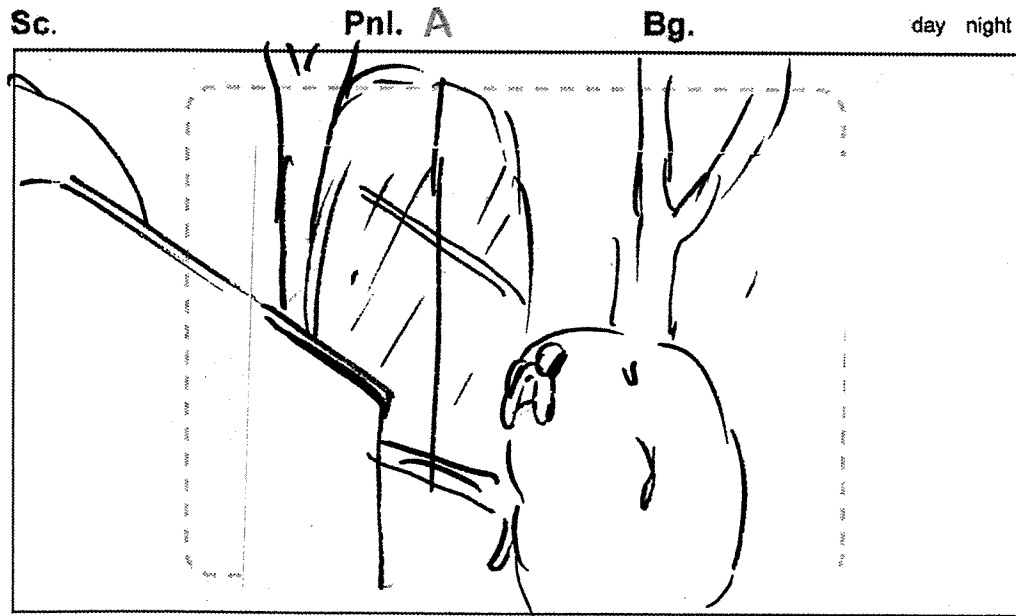
Timing:

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ADVENTURE TIME



Dialog:		J) IT'S LETTING UP...
Action:	INSIDE J WATCHES WORDED RAIN	
Timing:		

EPISODE # 100874

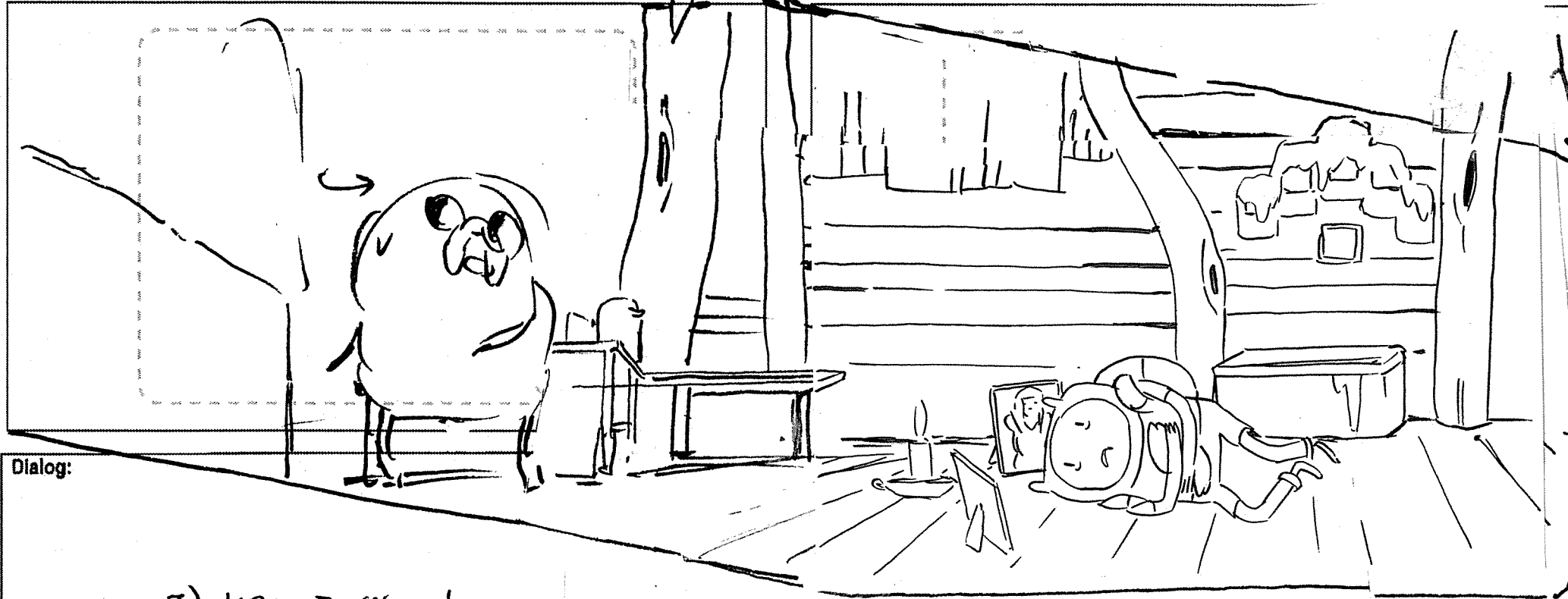
Production :

ADVENTURE TIME



Page 22

Sc. Pnl. C Bg. day night Sc. Pnl. Bg. day night



Dialog:

Action:

3) HEY FINN, L'MON,
LETS GO DO SOMETHING

PAN TO FINN

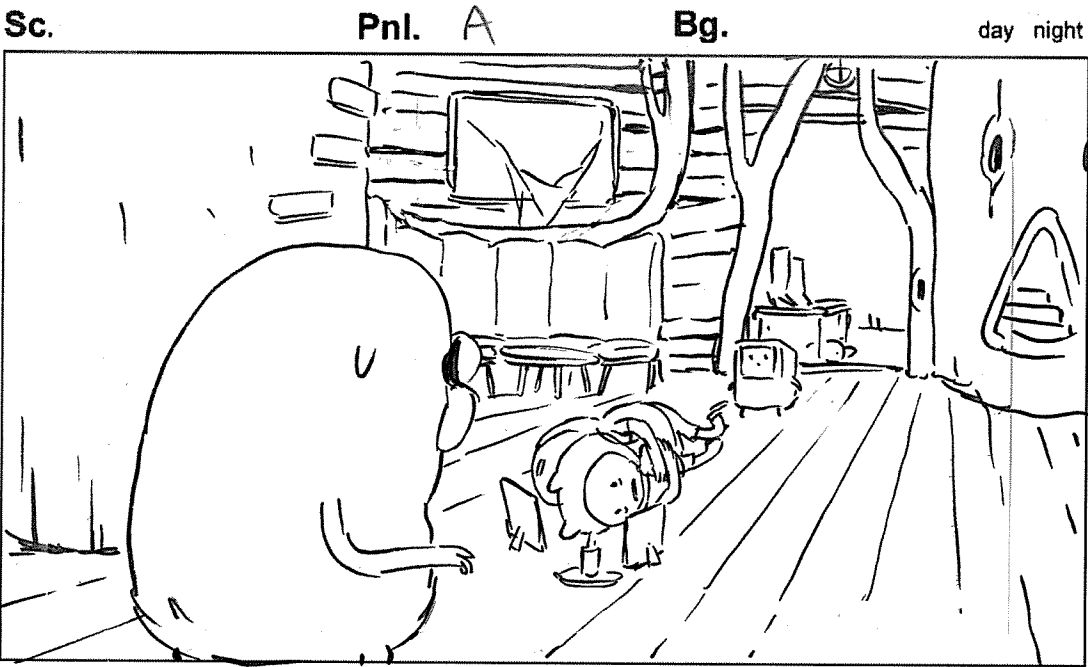
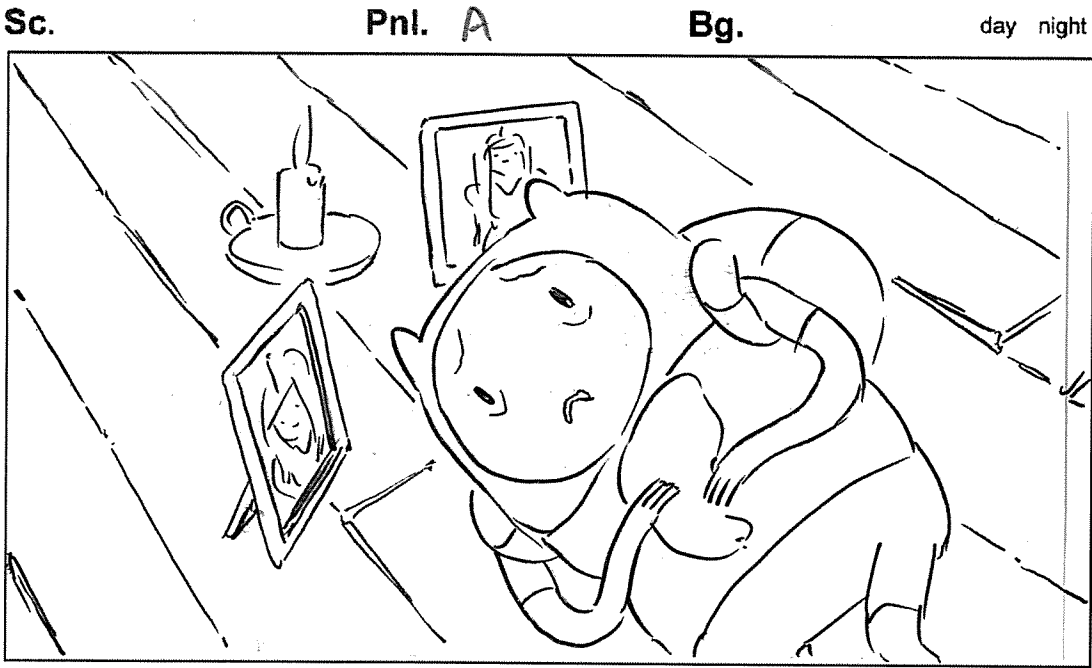
Timing:

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ADVENTURE TIME



Dialog:
Action: F ON FLOOR HOLDING PB'S GUM-HAIR LOCK, SURROUNDED BY FRAMED PB PHOTOS
Timing:

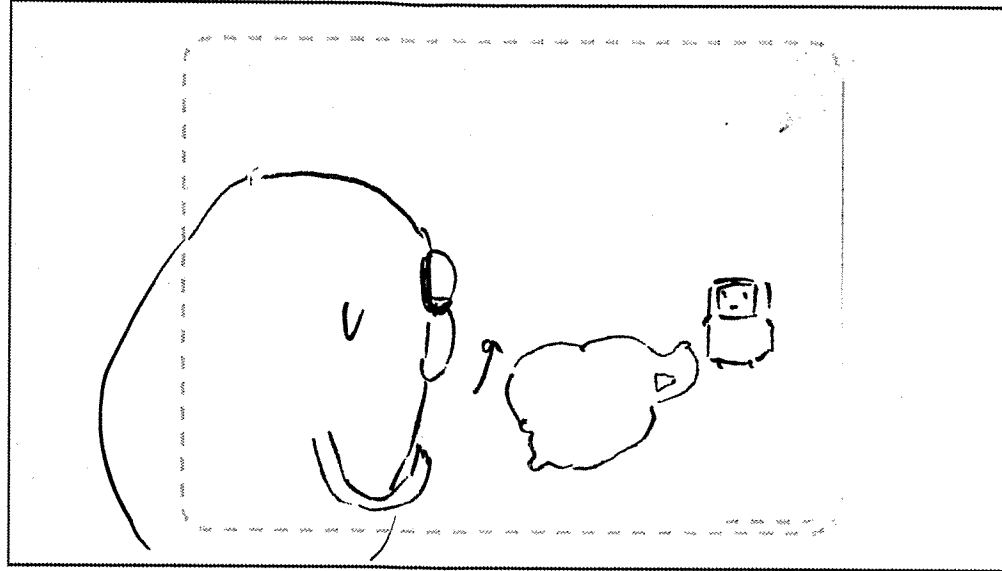
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Production :

ADVENTURE TIME

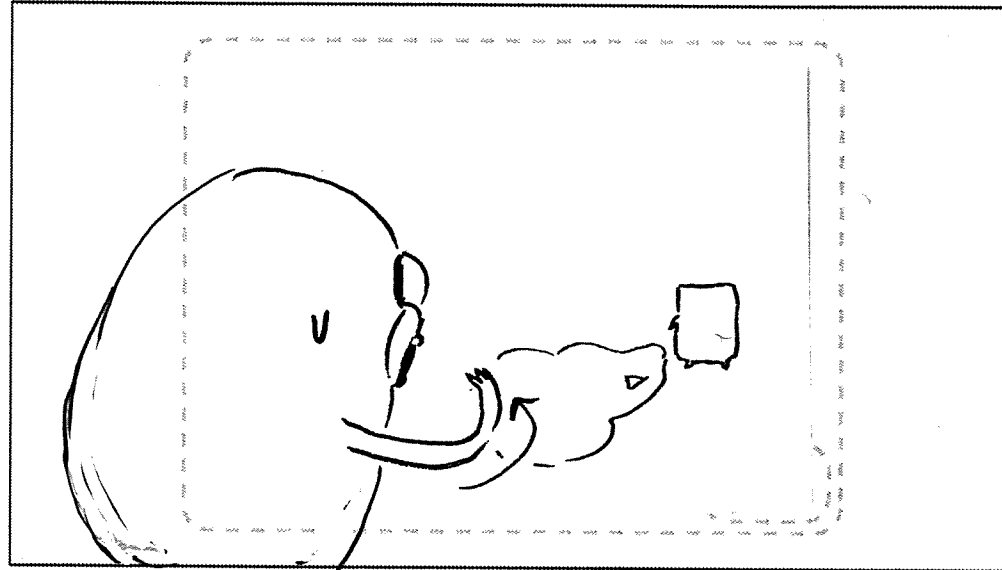


Page 24

Sc. Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:

5) (whisper) B-Mo put on a game.

Action:

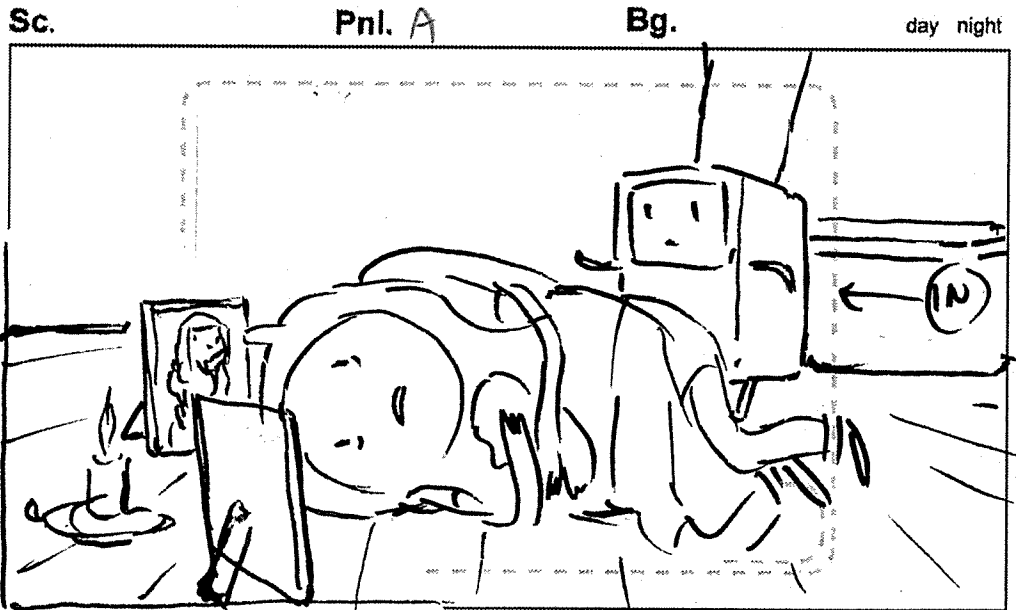
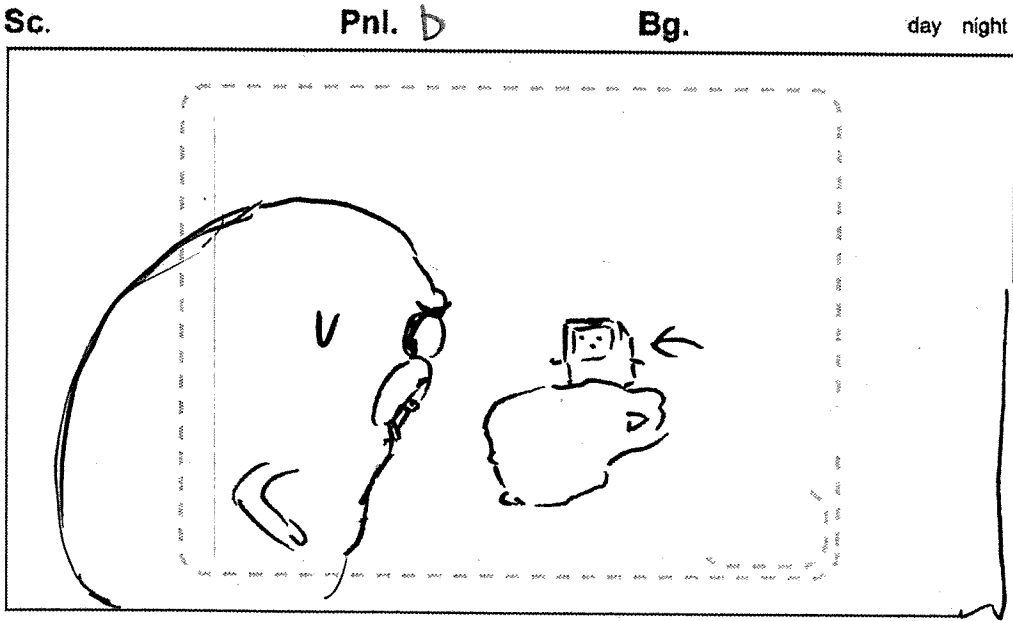
ADJ TO B-MO

Timing:

EPISODE # 100874

Production :

ADVENTURE TIME

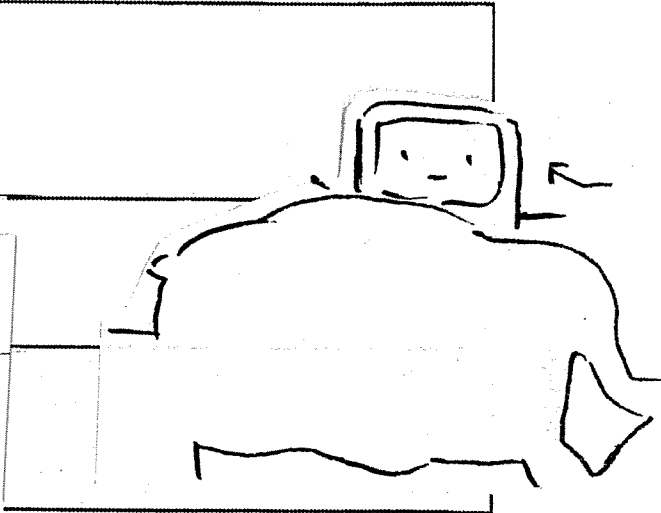


Dialog:
5) HEY FINN
QUIT LAYIN THERE LIKE A LUMP!

Action:

Timing:

BMO WAUCS BEHIND F



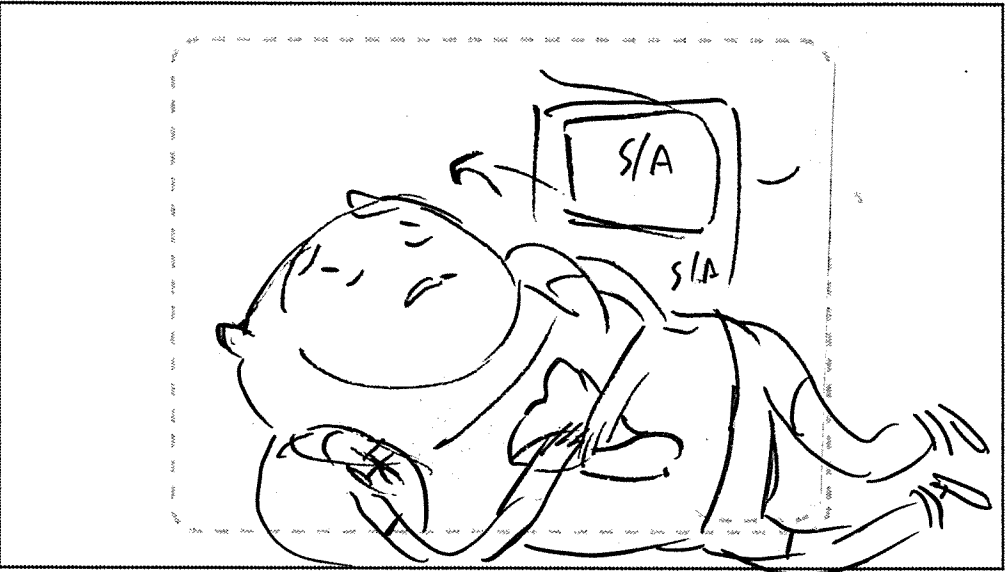
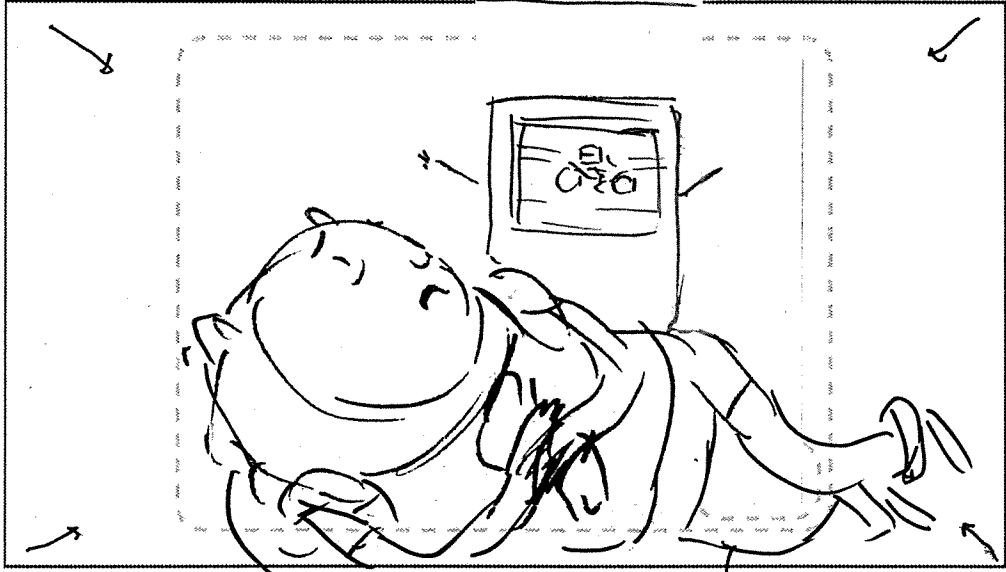
EPISODE # 100874

ADVENTURE TIME



Page 26

Sc. Pnl. B Bg. day night Sc. Pnl. C Bg. day night



Dialog:
F) I CAN'T KEEP PUSHING THIS DOWN
Action:
BMO STARTS RUNNING A DEMO FOR A MOTORCYCLE GAME, IT PLAYS MUSIC
F STARTS SINGING TO BMO'S GAME'S DEMO-MUSIC
Timing:

EPISODE # 100874
Production :

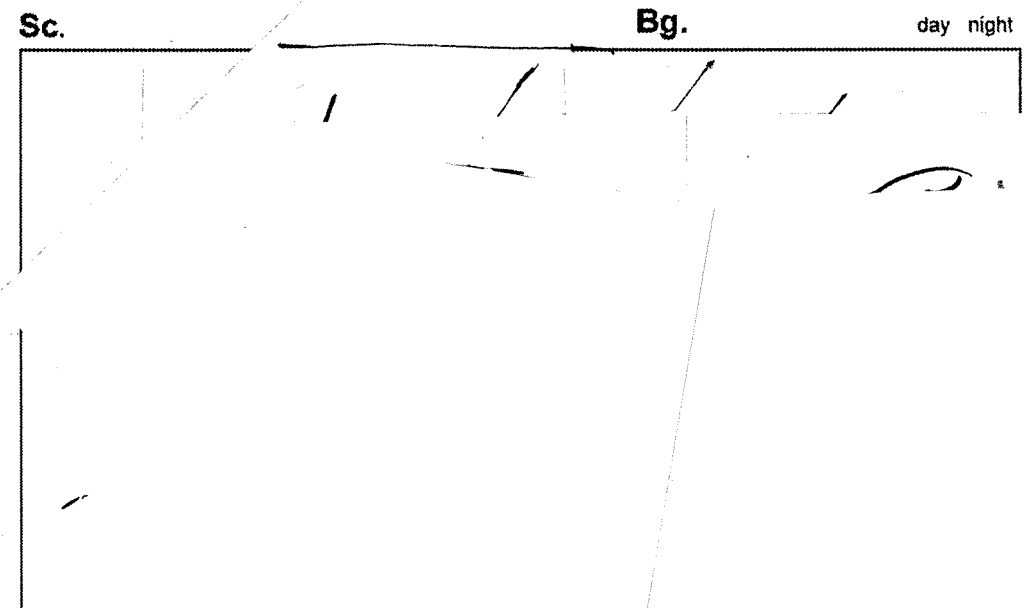
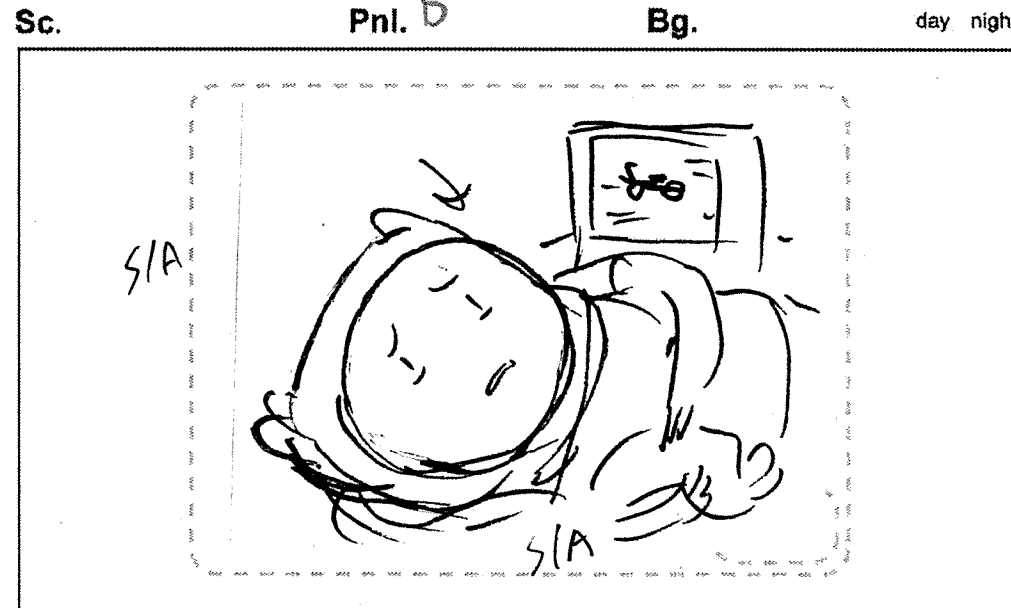
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ADVENTURE TIME



Page 27



Dialog:

F) ANY DEEPER ...

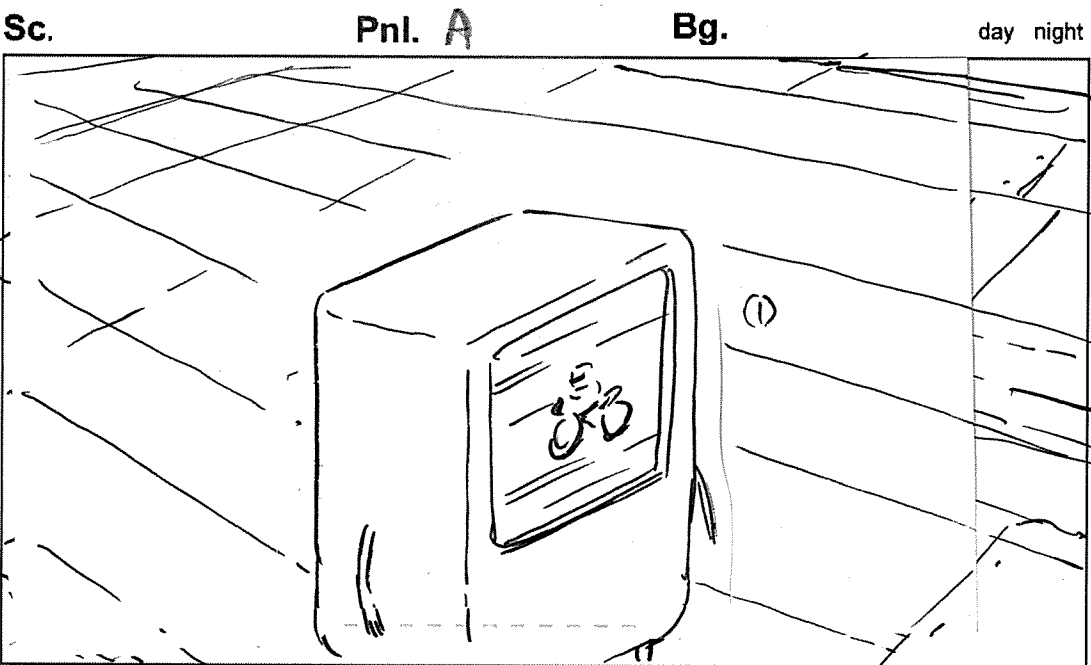
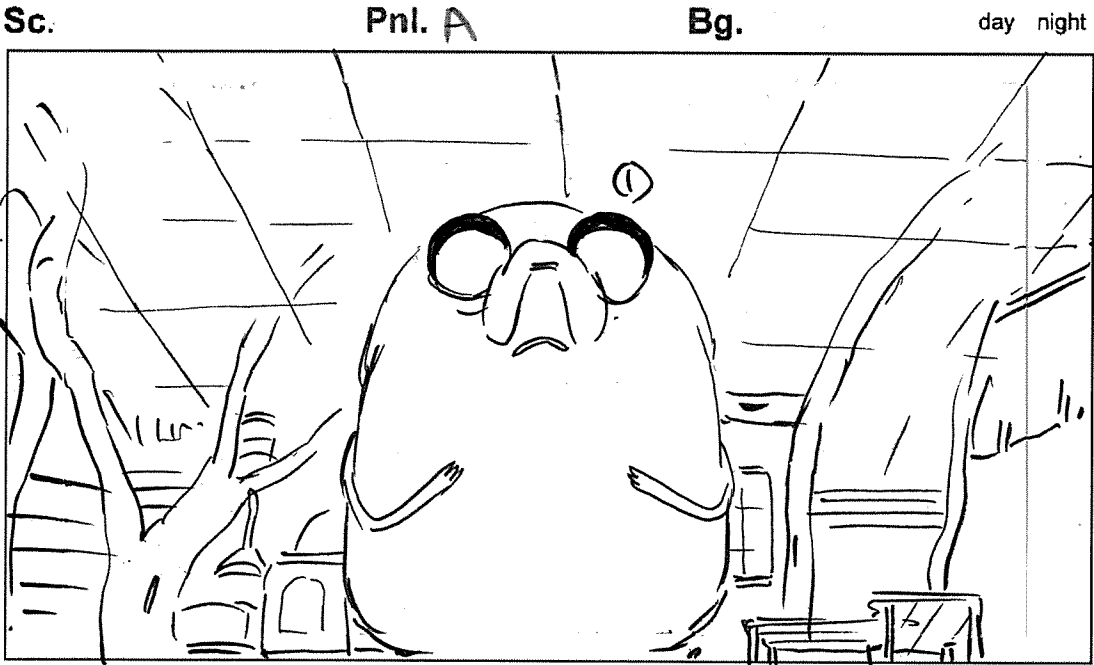
Action:

Timing:

10874

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ADVENTURE TIME

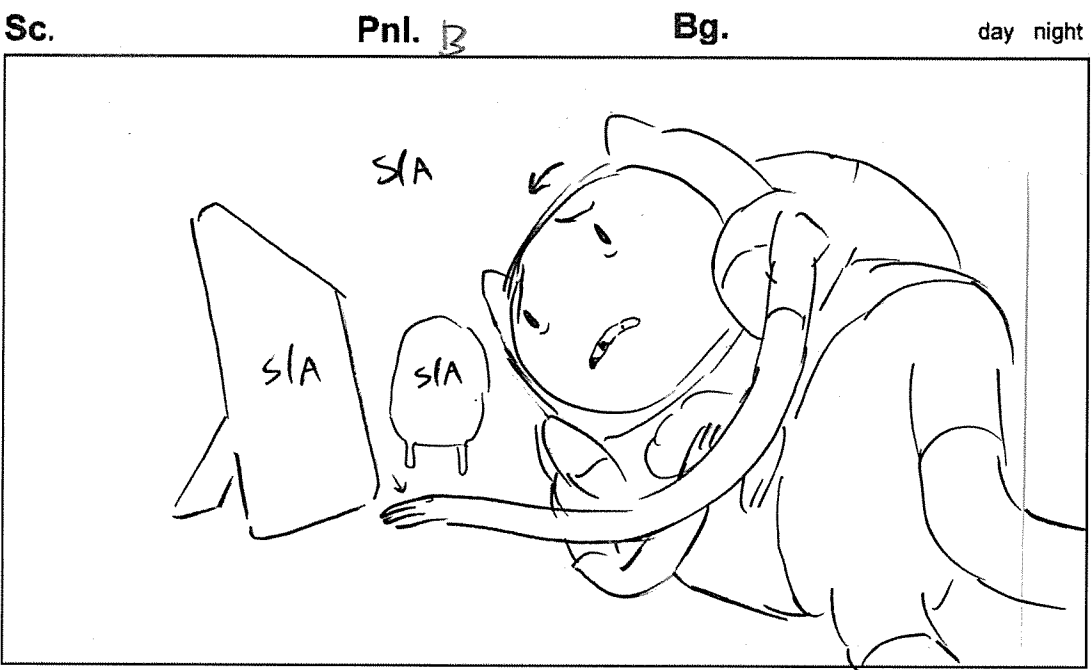


Dialog:		
Action:	J WORRIED, LOOKS TO BMO	BMO TURNS TO LOOK AT J (VIDEOGAME DEMO MUSIC PLAYS)
Timing:		

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Production :

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ADVENTURE TIME



Dialog:

LL
F) WHY DO I KEEP TRYING IF I CAN'T

F) KEEP HER...
LL

Action:

Timing:

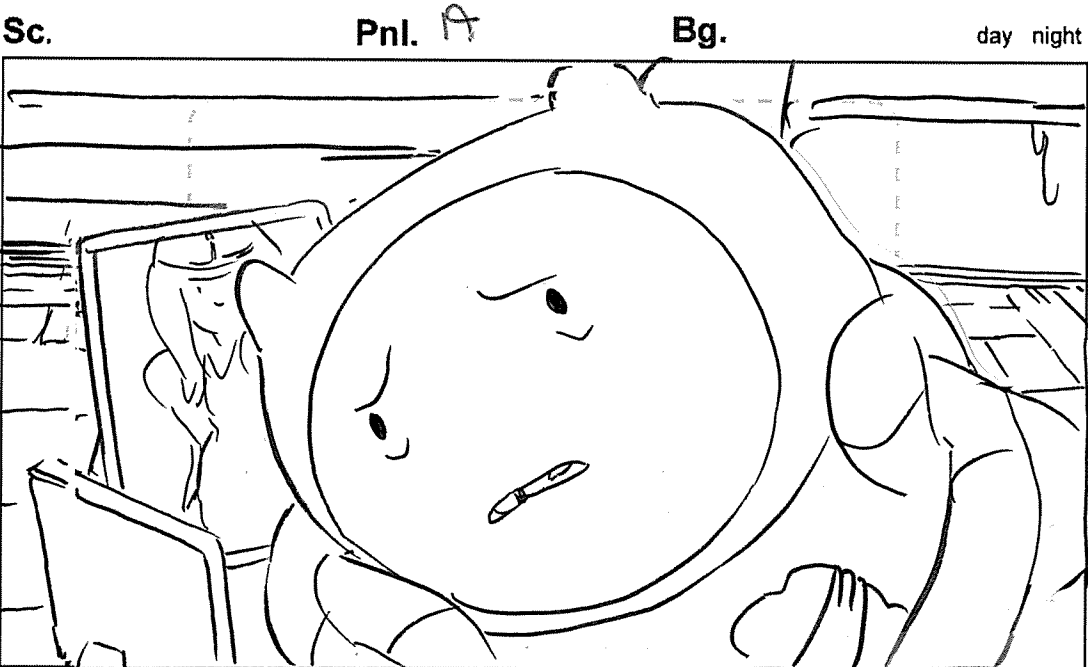
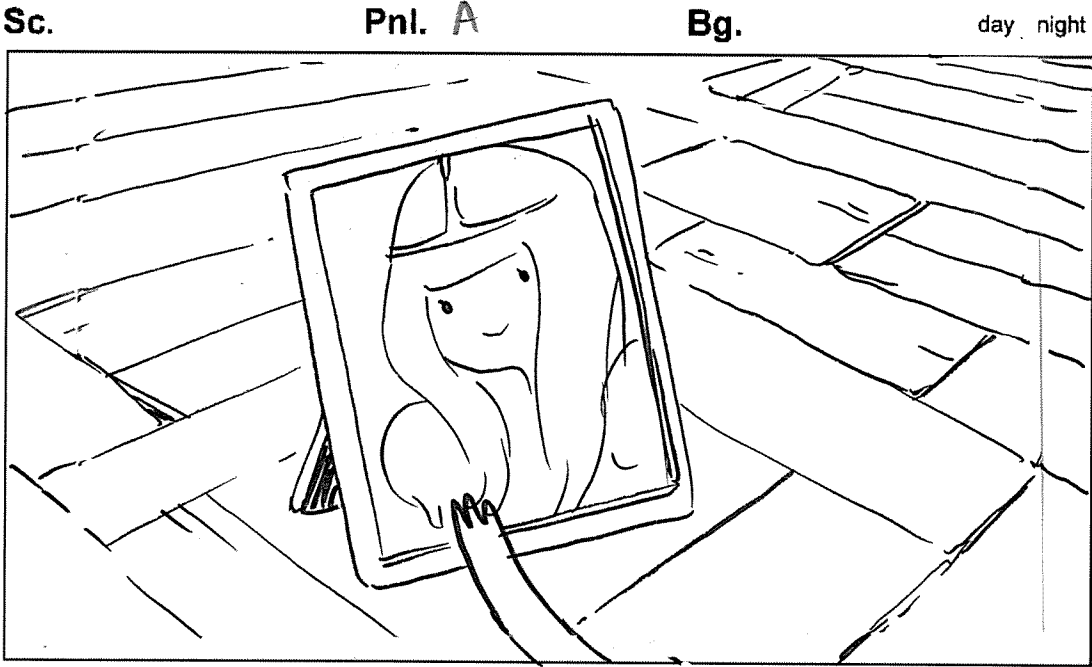
10087A

EPISODE #

Production :

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ADVENTURE TIME

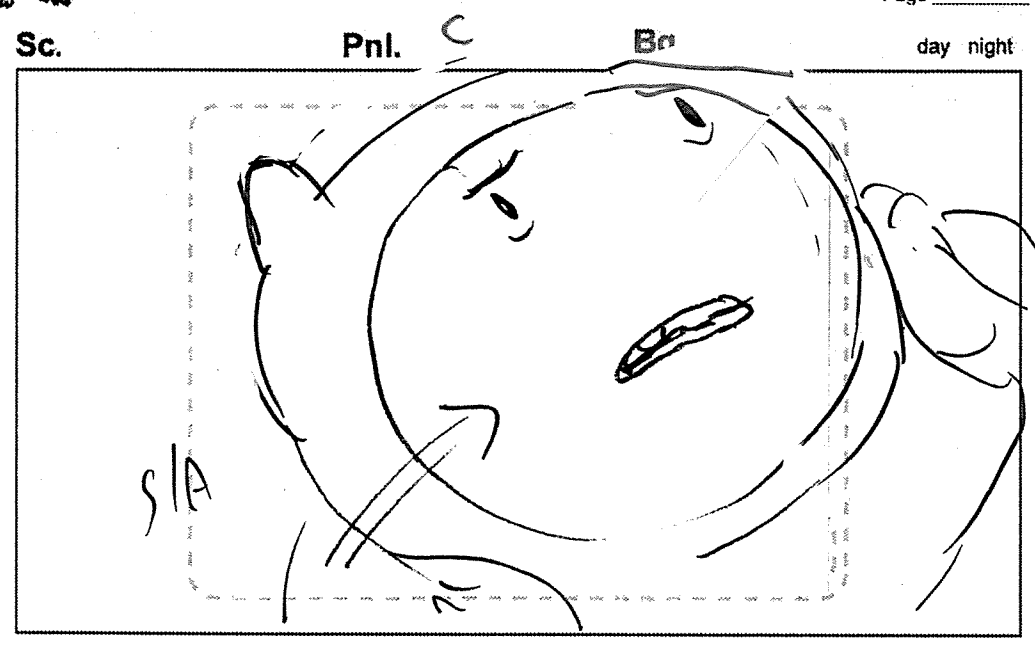
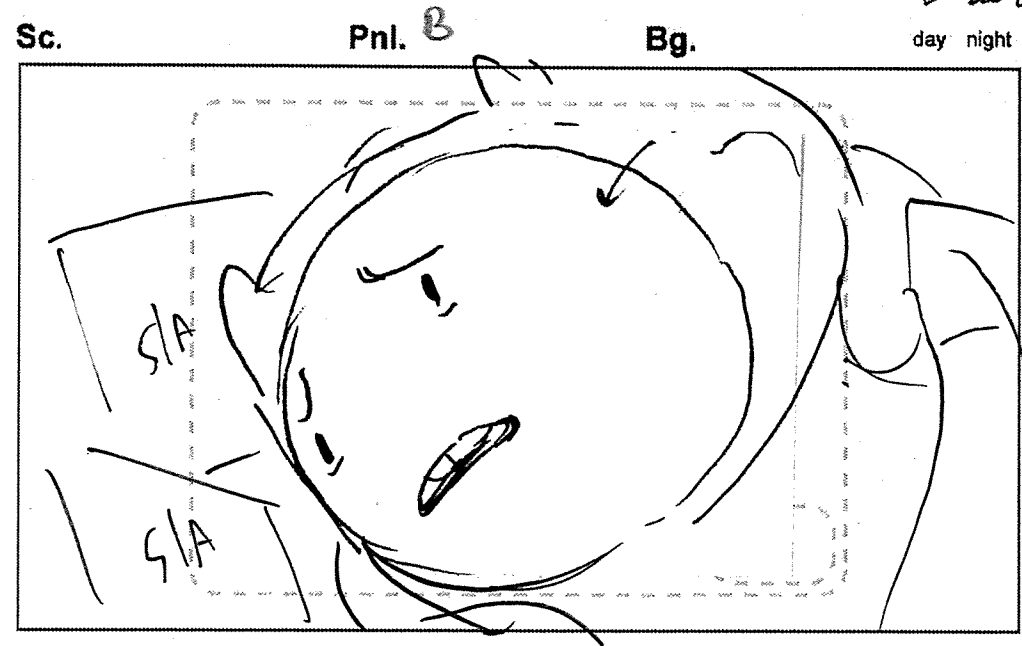


Dialog:	F) EVERY MOVE I MAKE ⁶⁶	F) IS JUST ANOTHER MISTAKE ⁶⁶
Action:		
Timing:		

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Production :

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ADVENTURE TIME



Dialog:		
Action:	F) I WONDER WHAT IT WOULD DO	
Timing:		F — TAICE —

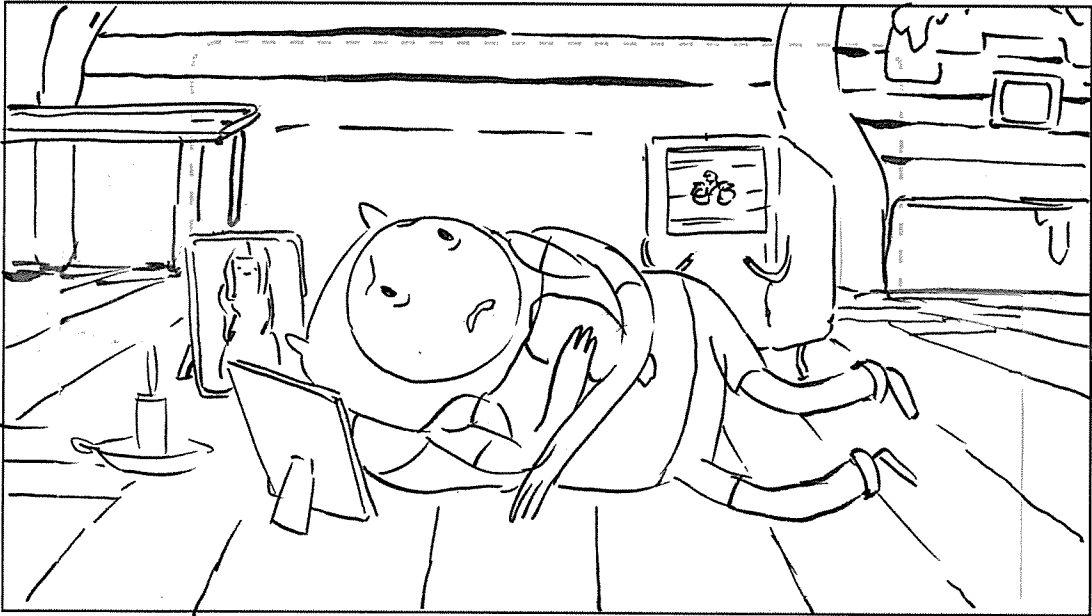
EPISODE # 100874

Production :

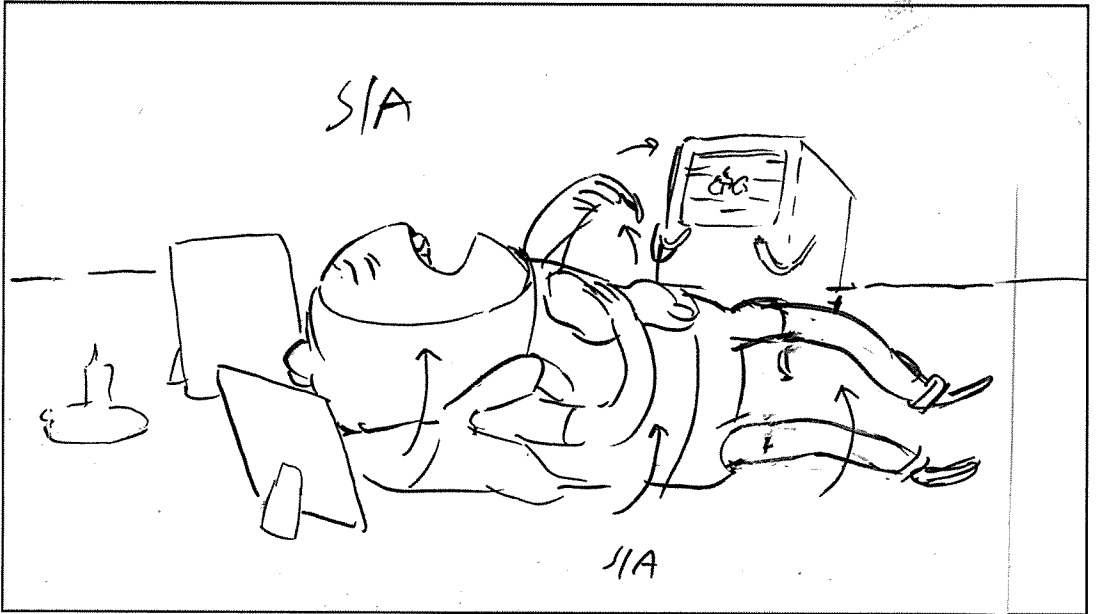
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:
F) [□]WZ IT FEELS LIKE THERE'S A
_□

F) [□]HOLE INSIDE
_□

Action:
F ROLLS INTO PROFILE, B-MO JUMPS OUT OF WAY
(DEMO STILL PLAYING ON BMO'S FACE)

Timing:

EPISODE # 100874

Production :

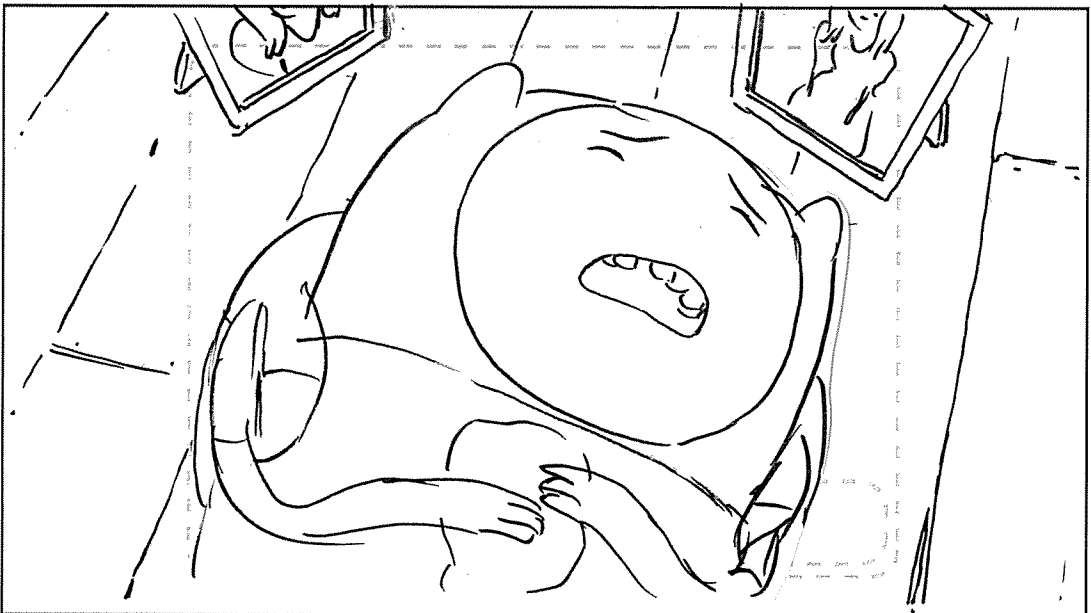
ADVENTURE TIME



Sc. Pnl. C Bg. day night



Sc. Pnl. A Bg. day night



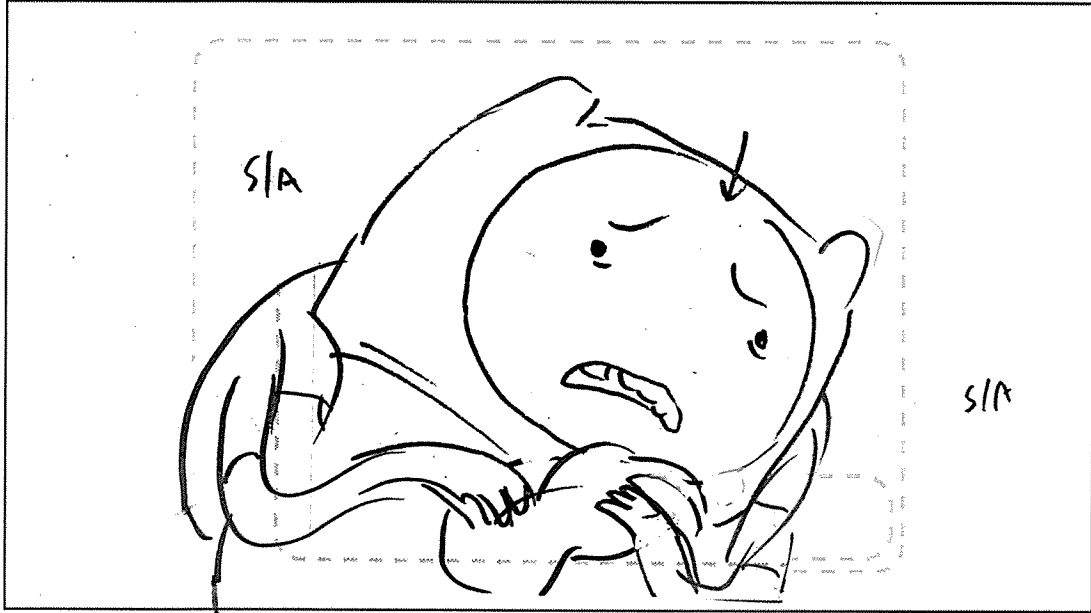
Dialog:	F) ^{bb} - MY BODY...	F) LIKE THERE'S A ^{bb} ^{bb} HOLE INSIDE
Action:		
Timing:		

Production : 100874

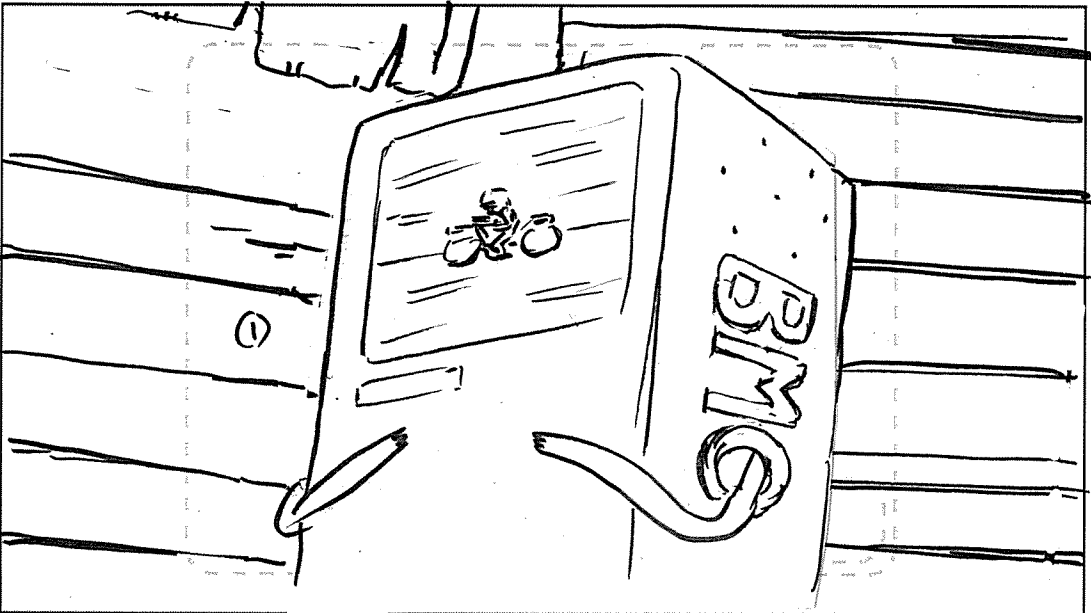
ADVENTURE TIME



Sc. Pnl. B Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

F) MY HEART ...

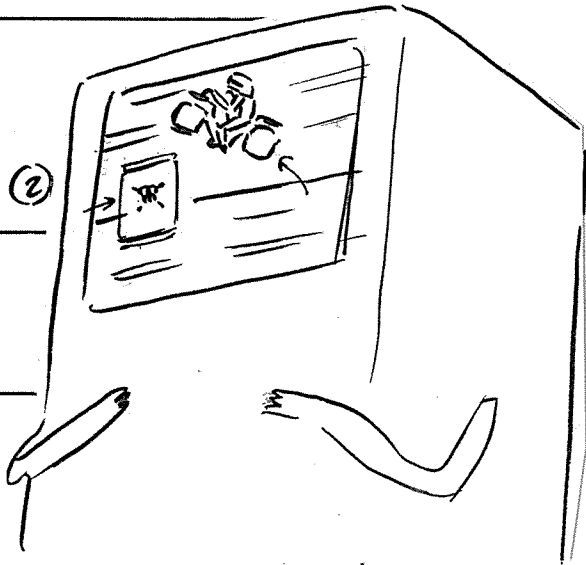
(05)

F) IT'S LIKE THIS

Action:

BIKER GAME DEMO STILL PLAYING
ON B-MO, LITTLE BIKER JUMPS
AS BARREL OF TOXIC WASTE
ENTERS FROM RIGHT

Timing:



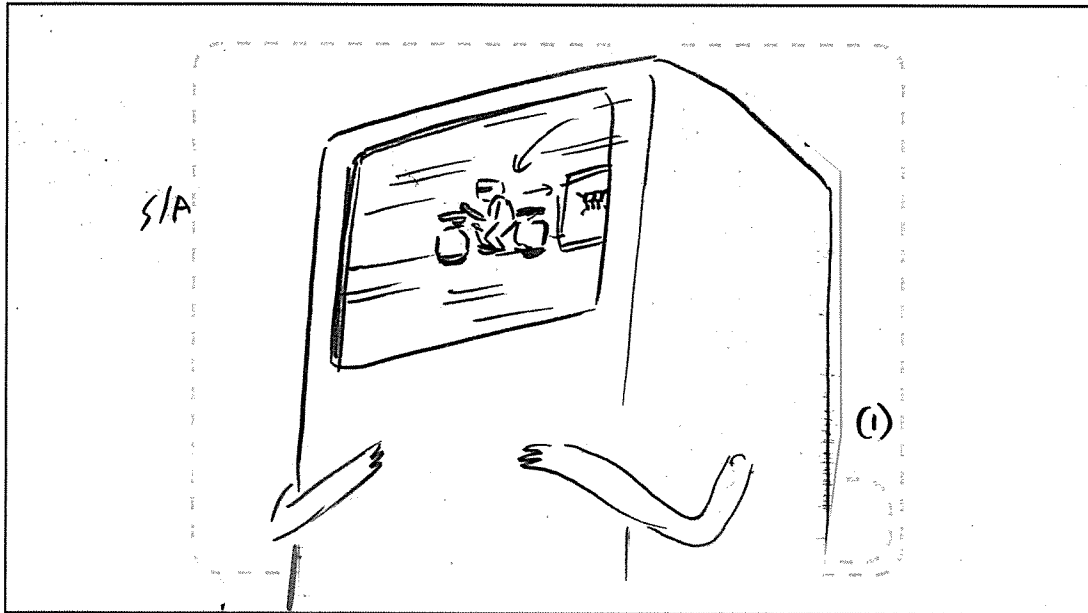
EPISODE # 100874

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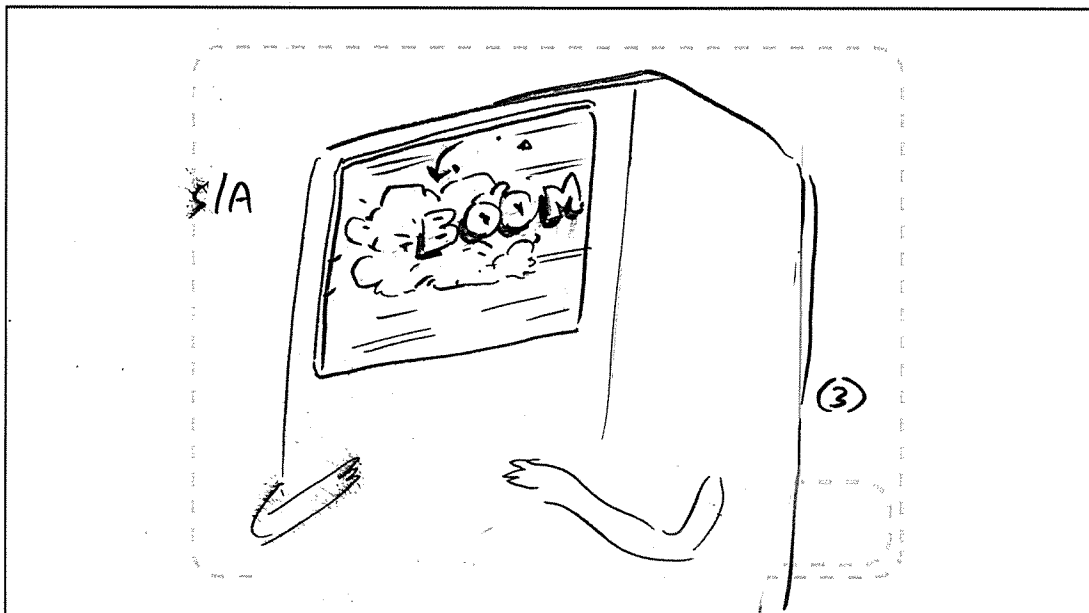
ADVENTURE TIME



Sc. Pnl. B Bg. day night



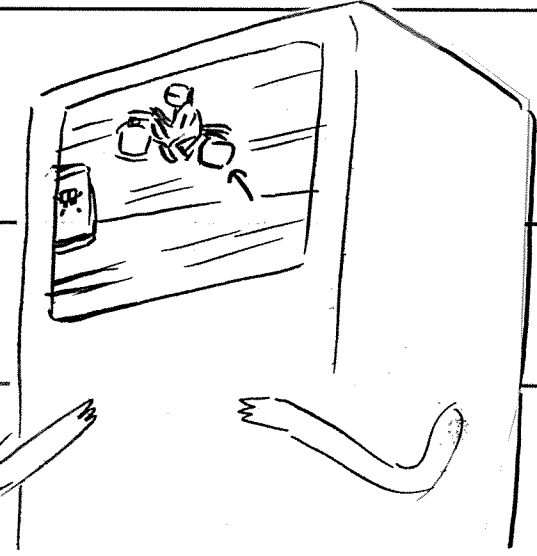
Sc. Pnl. C Bg. day night



Dialog:
(OS)
F) FEELING IS GONNA

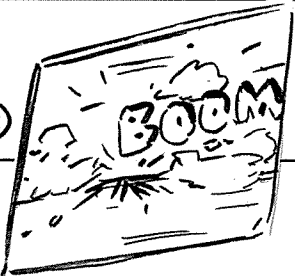
Action:
LITTLE BIKER JUMPS OVER BARREL
OF TOXIC WASTE, THEN JUMPS AGAIN

Timing:



(OS)
F) CONSUME ME...
IF I KEEP WAITING FOR THIS

(2)
LITTLE BIKER
HITS BARREL OF
TOXIC WASTE BOOM! (4)



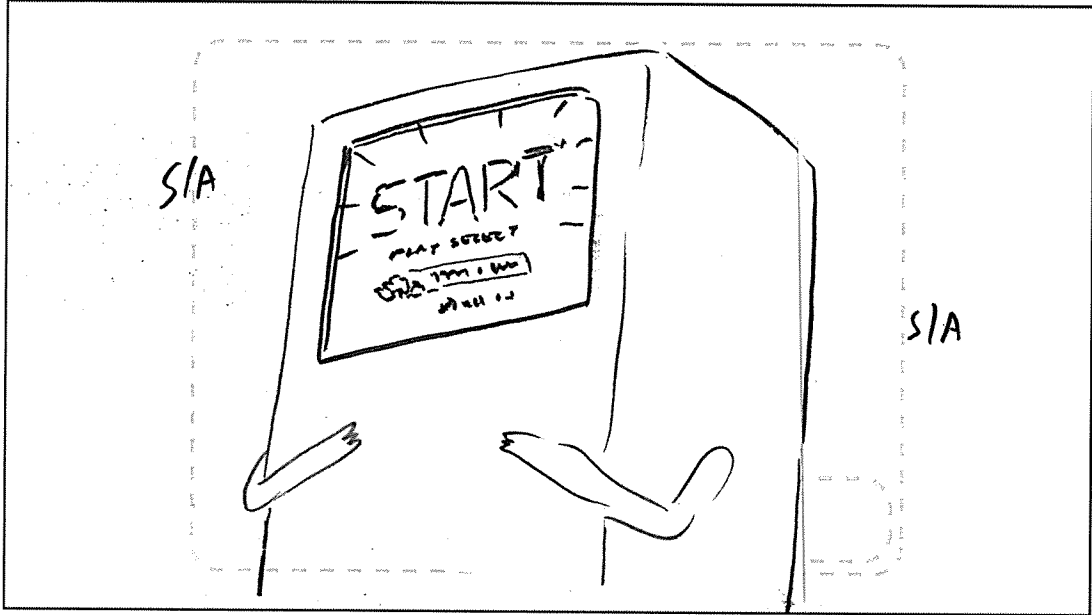
EPISODE # 100874
Production :

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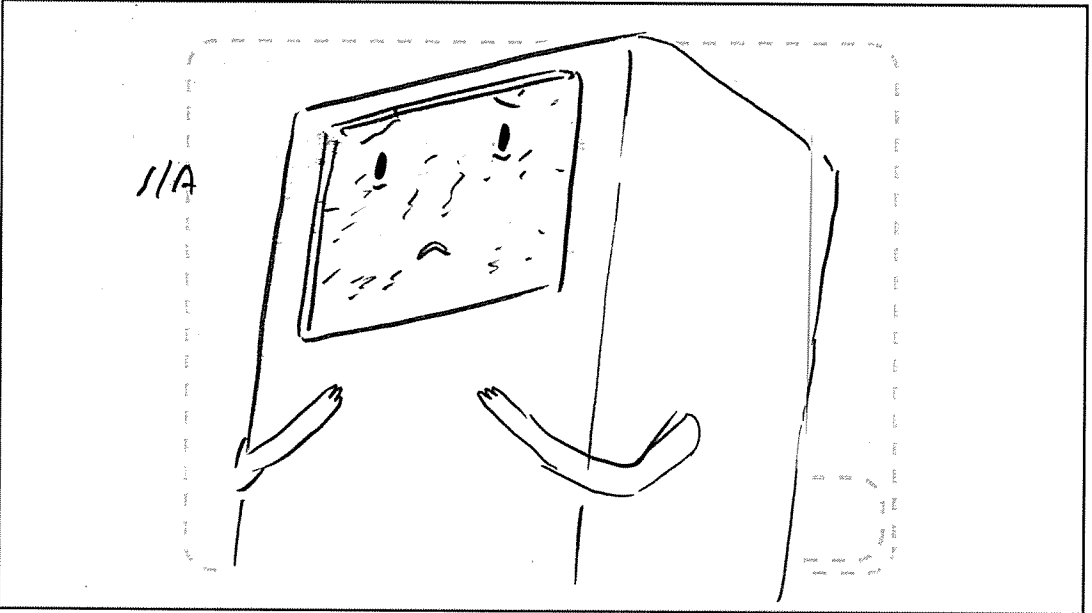
ADVENTURE TIME



Sc. Pnl. D Bg. day night



Sc. Pnl. E Bg. day night



Dialog:	(os) F) -THING TO START...	F) OH I FEEL LIKE
Action:	B-MO BIKER GAME START SCREEN FLASHES = START! = = START! = = START! =	DEMO + START SCREEN FLICKERS AWAY TO REVEAL B-MO'S SAD FACE
Timing:		

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ADVENTURE TIME



Sc.

Pnl. A

Bg.

day night

Sc.

Pnl. A

Bg.

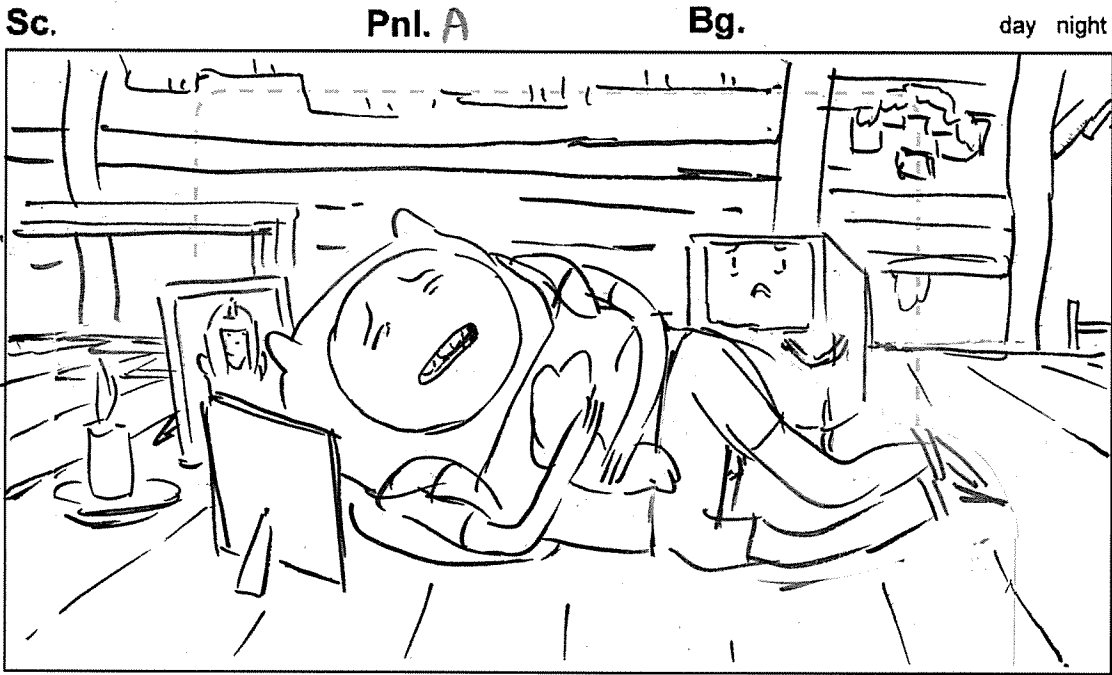
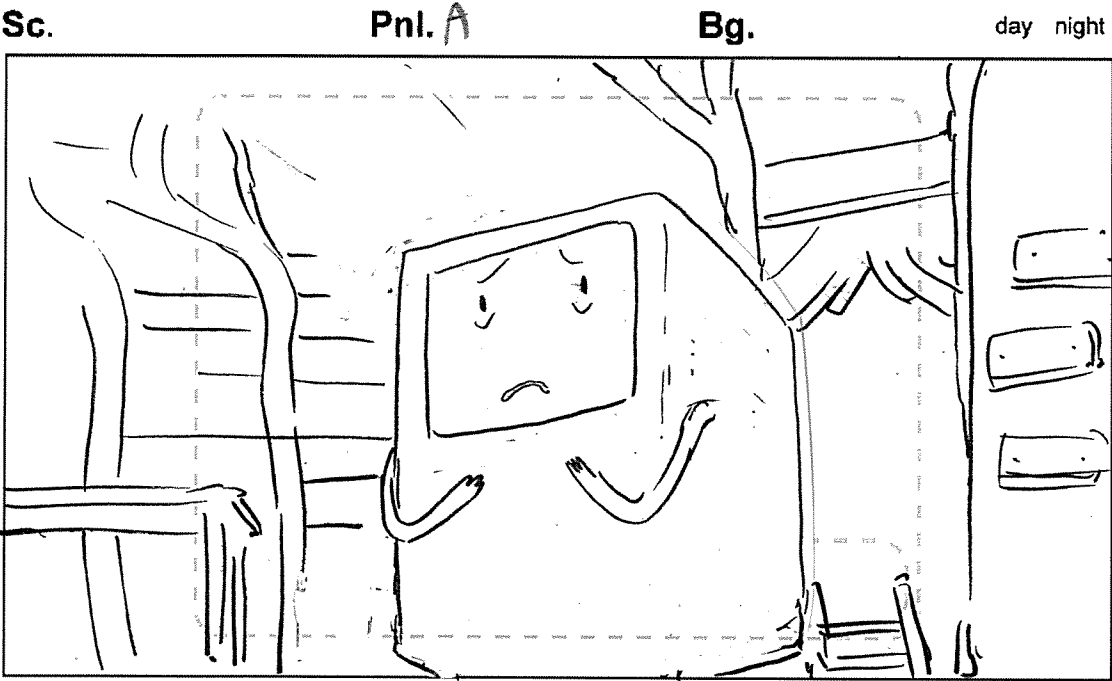
day night

Dialog:	F) im ALL GUMMED UP INSIDE...	F) (OS) LIKE i'm ALL GUMMED UP INSIDE...
Action:		
Timing:		

EPISODE # 100874

Production :

ADVENTURE TIME



Dialog:

like
F) I'M ALL GUMMED UP INSIDE ~~~~~

F) ~~~~~

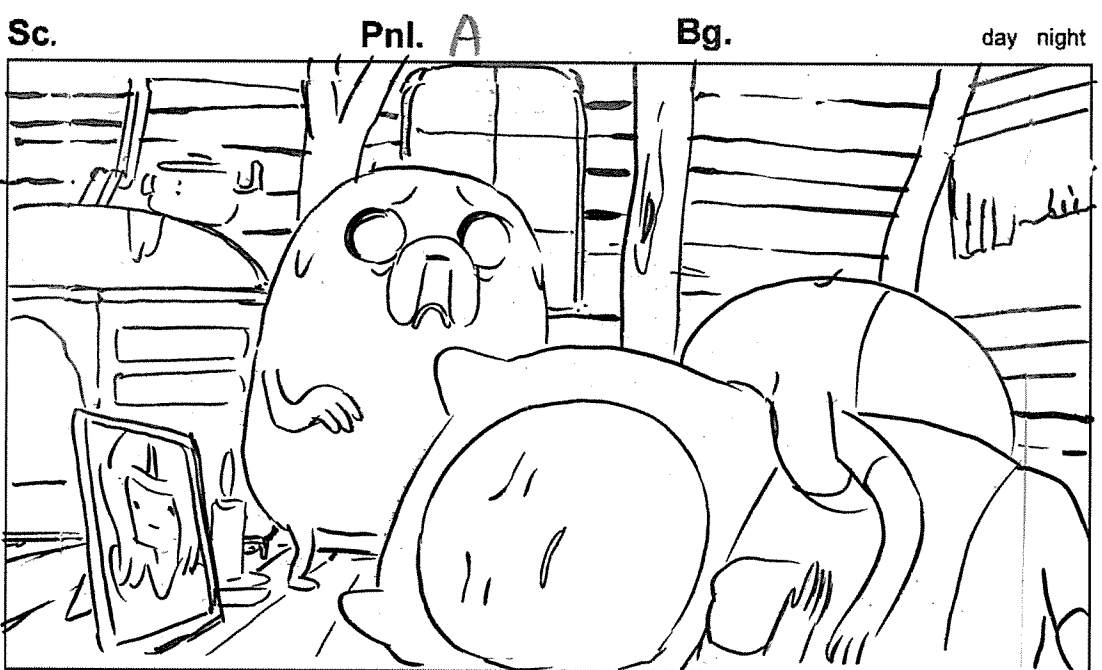
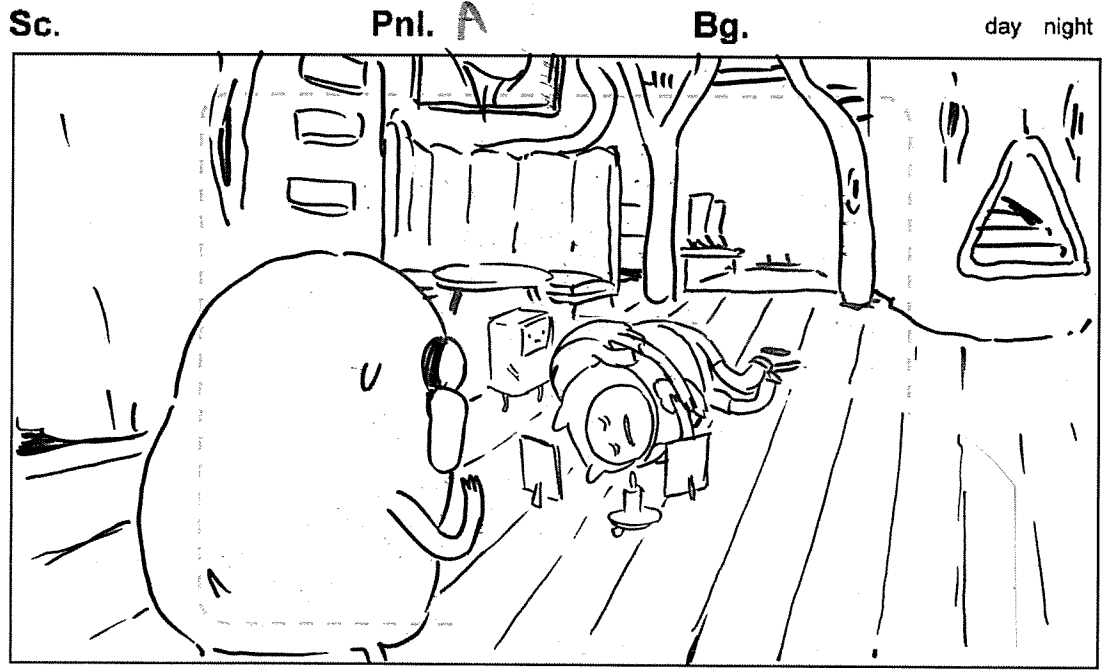
Action:

Timing:

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Production :

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ADVENTURE TIME



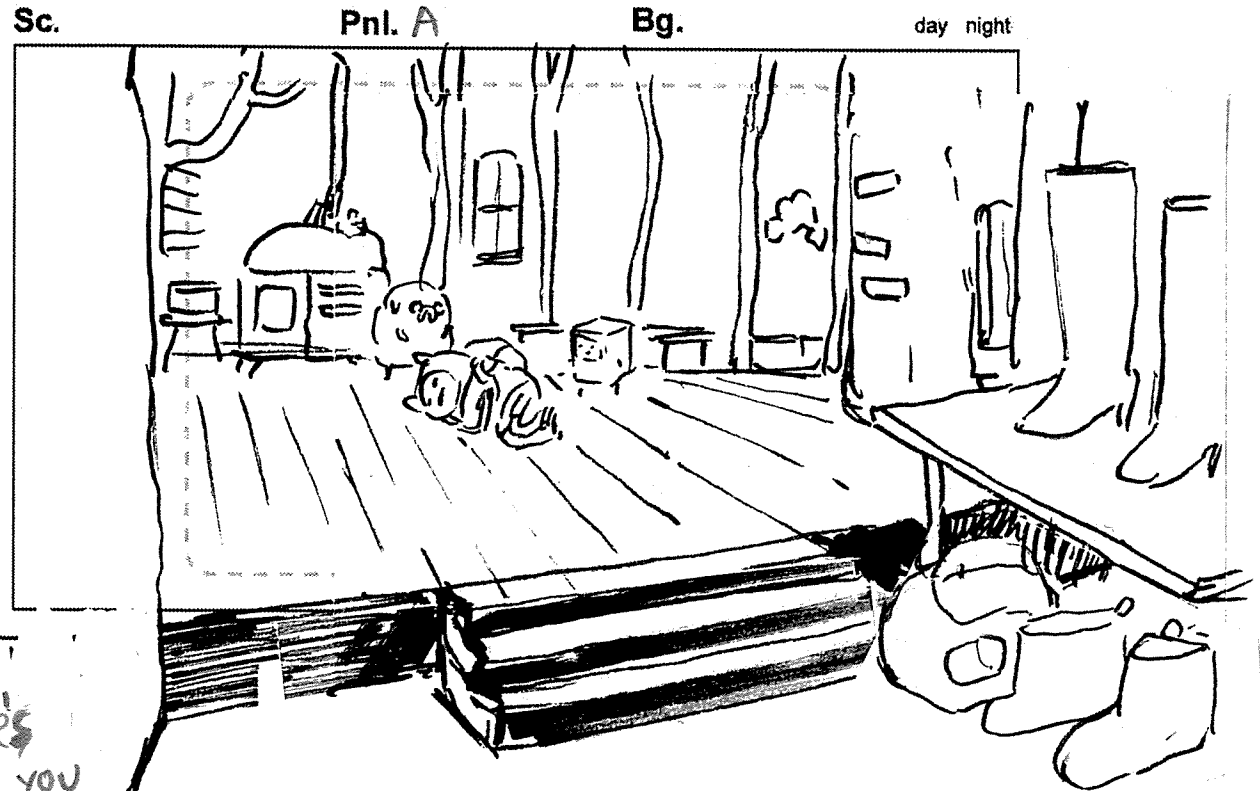
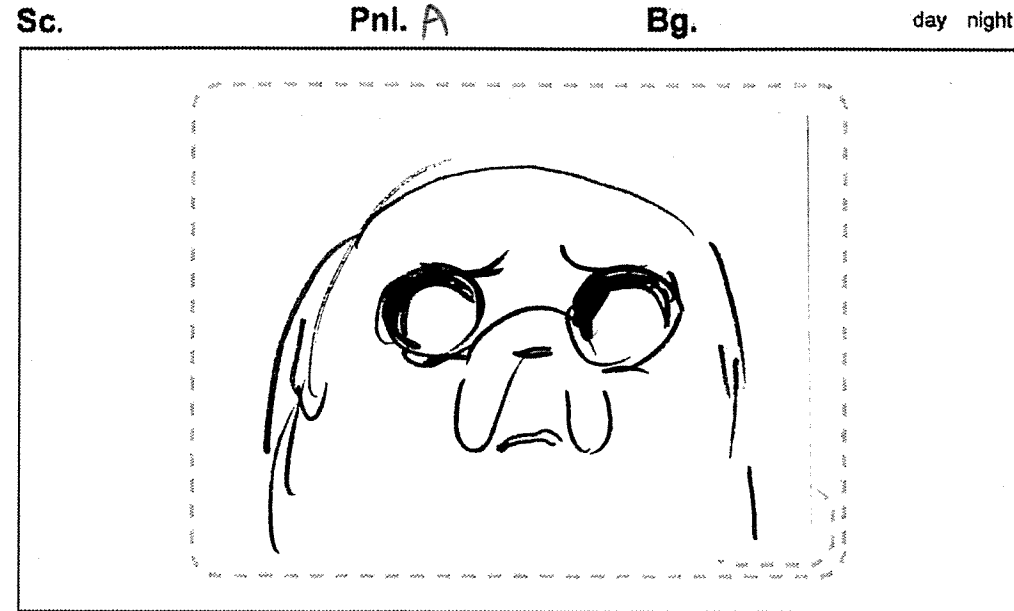
Dialog:	F) ~~~~~IDE.	J) OH FINN...
Action:	J HAS RIGHT HAND EXTENDED TOWARD F	
Timing:		

EPISODE # 100874
Production :

ADVENTURE TIME



Page 40



Dialog:

5)

Action:

Timing:

uncle Jake's
gotta find you
a new
love interest.

puts on BOOTIES

J GETS UP,
DETERMINED

Production :

100874

ADVENTURE TIME



900874

Sc. Pnl. B Bg. day night

Sc. Pnl. C Bg. day night

Dialog:

Action:

Timing:

Producti

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ADVENTURE TIME



Sc. D

night

S/A

Sc. E

Bg. day night

Dial	
Action	J GRABS BACKPACK
Timing	

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:
Action: J PUTS ON BACKPACK
Timing:

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	
	J) FINN, I'M GOING OUT FOR A QUICK...
Action:	
Timing:	

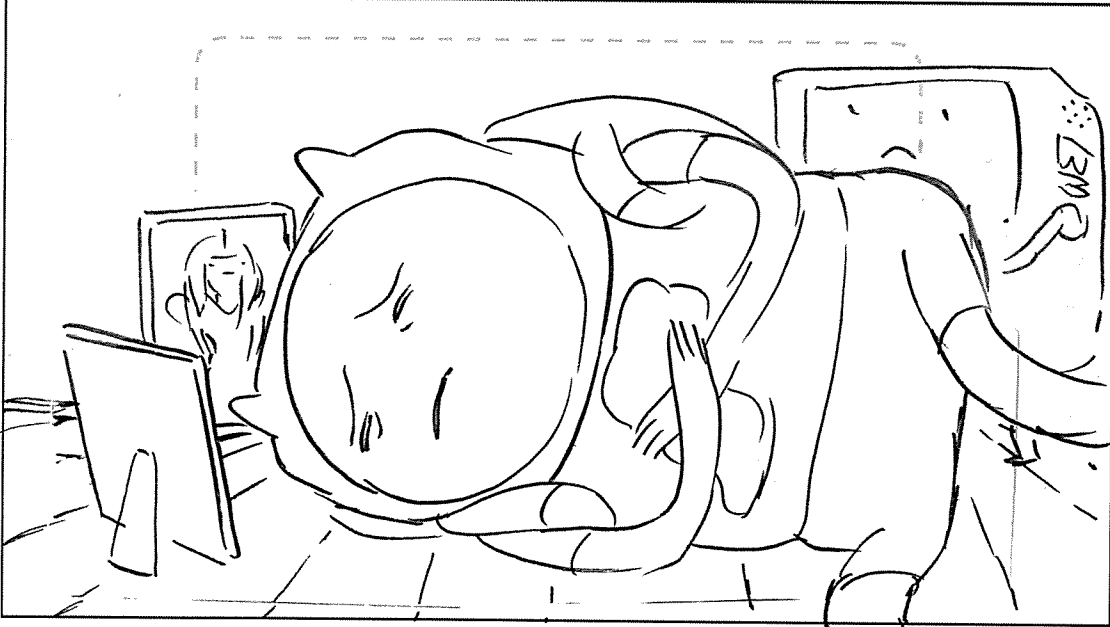
Dialog:	
	J)...WALK IN THE WOODS...
Action:	
Timing:	

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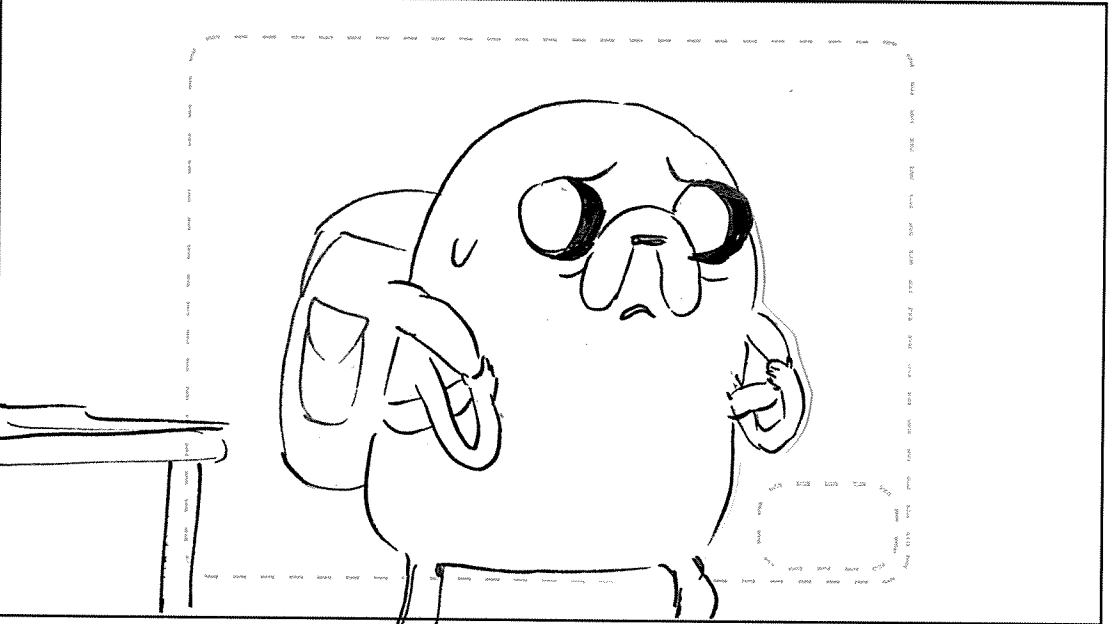
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



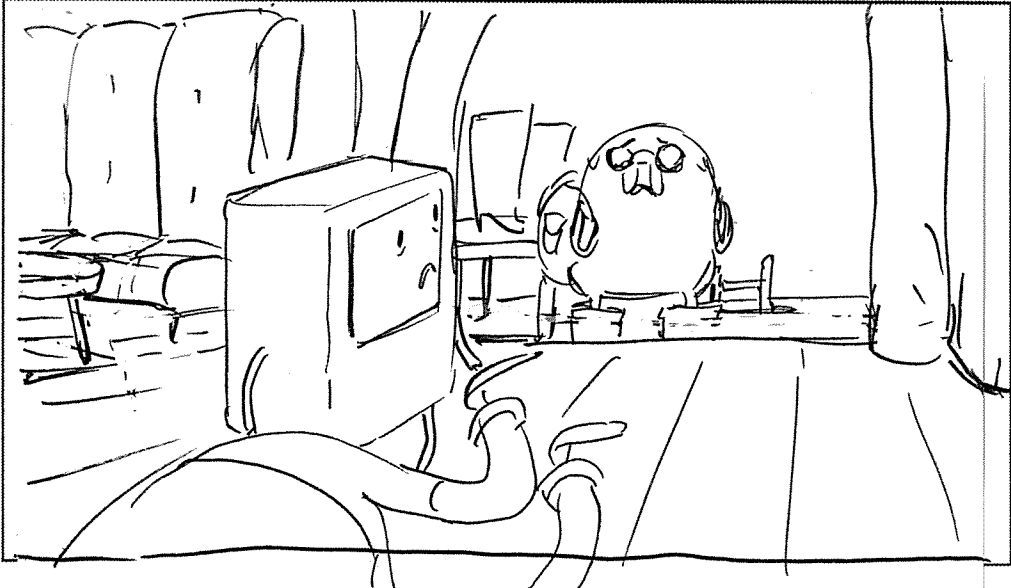
Dialog:	F) VNGH..
Action:	
Timing:	

EPISODE # 100874
Production :

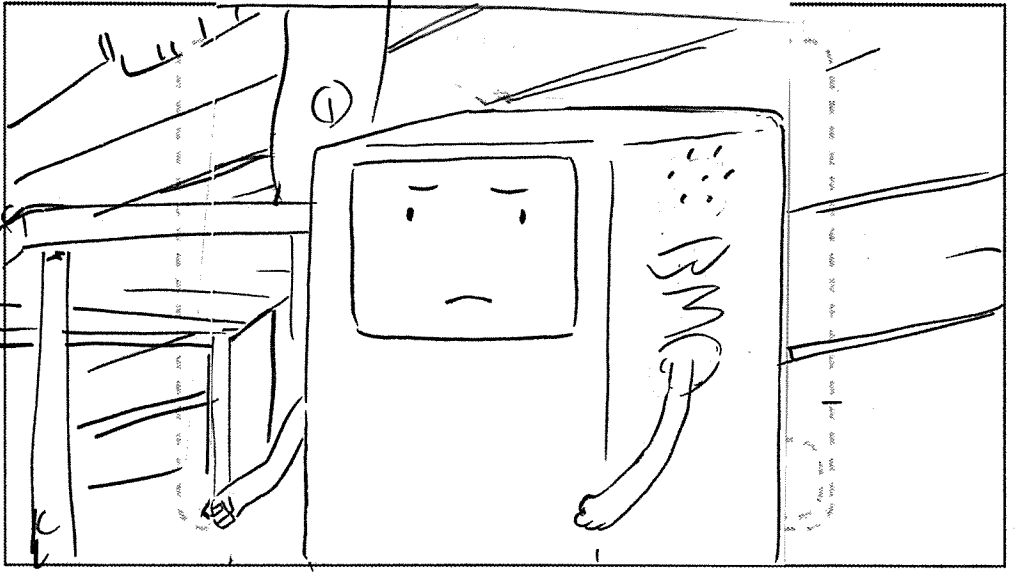
ADVENTURE TIME



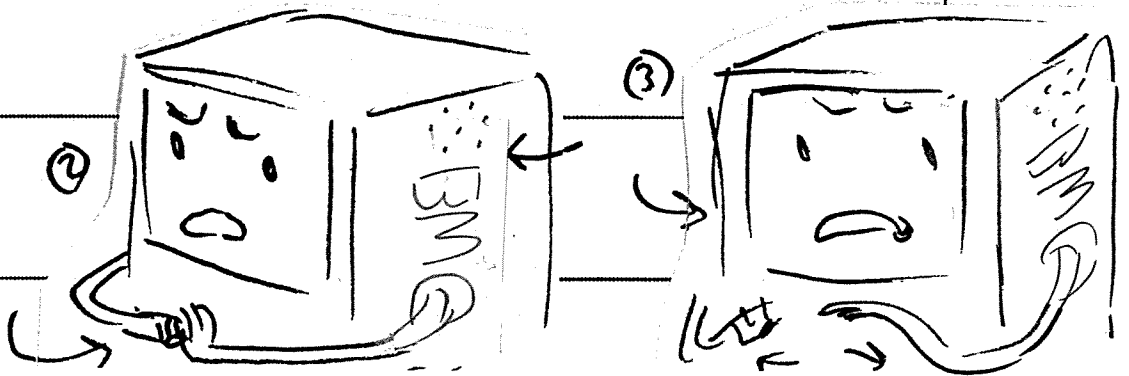
Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:	5) BMO, YOU LOOK AFTER HIM WITH YOUR CAMERA EYES	BMO) IF ANYONE TRIES TO HURT FINN I WILL KILL THEM!
Action:		
Timing:		



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ADVENTURE TIME



Page 47

Sc.	Dnl A	Rn	day night	Sc.	Pnl. B	Bg.	day night

Dialog:

3) OK, GOOD.

Action:

3 EXITS DOWN LADDER

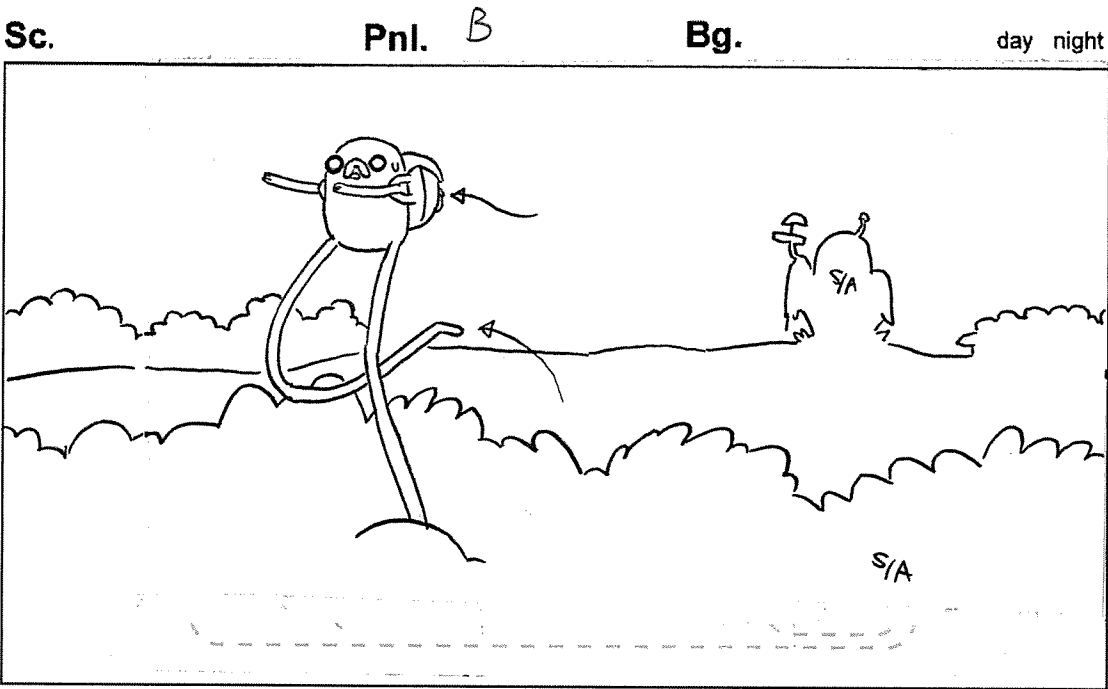
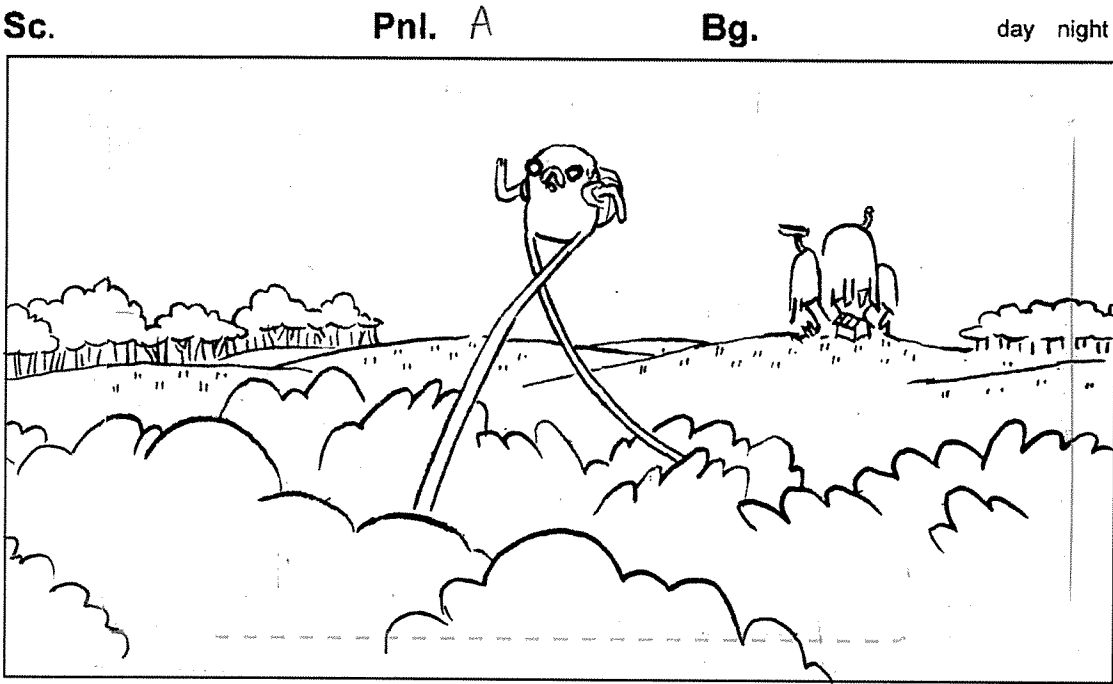
Timing:

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ADVENTURE TIME



Dialog:

J: GOTTA' FIND A HONEY ...

J: FR MY HOMIE ...

Action:

JAKE SLOWLY STRIDES THROUGH THE TREE TOPS.

Timing:

100874

EPISODE #

Production :

ADVENTURE TIME



or transferred.

Sc.

Pnl. C

Bg.

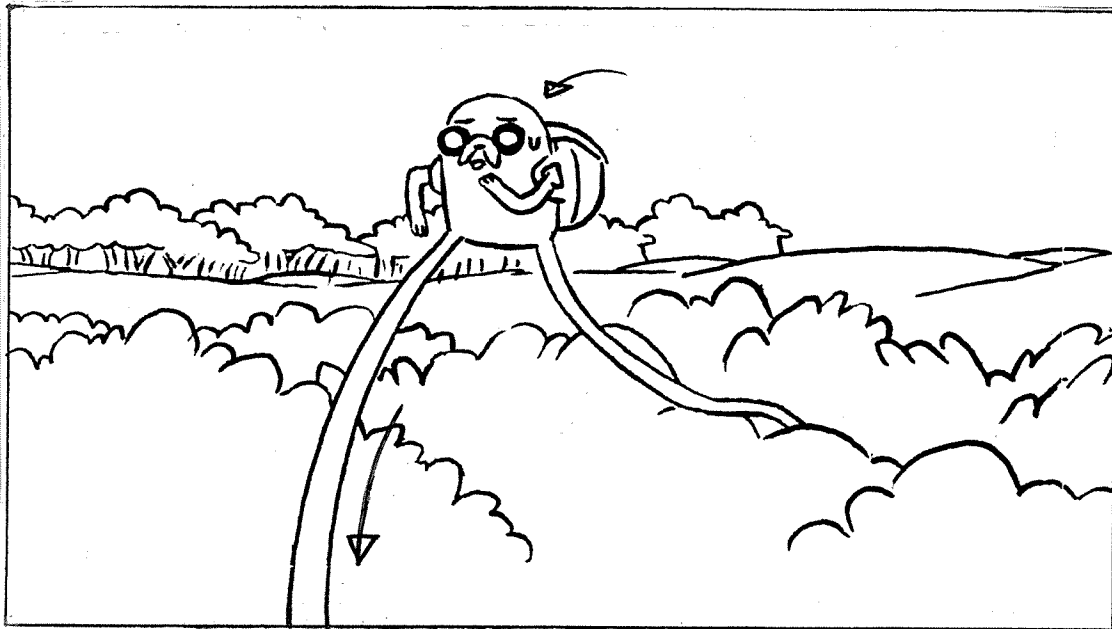
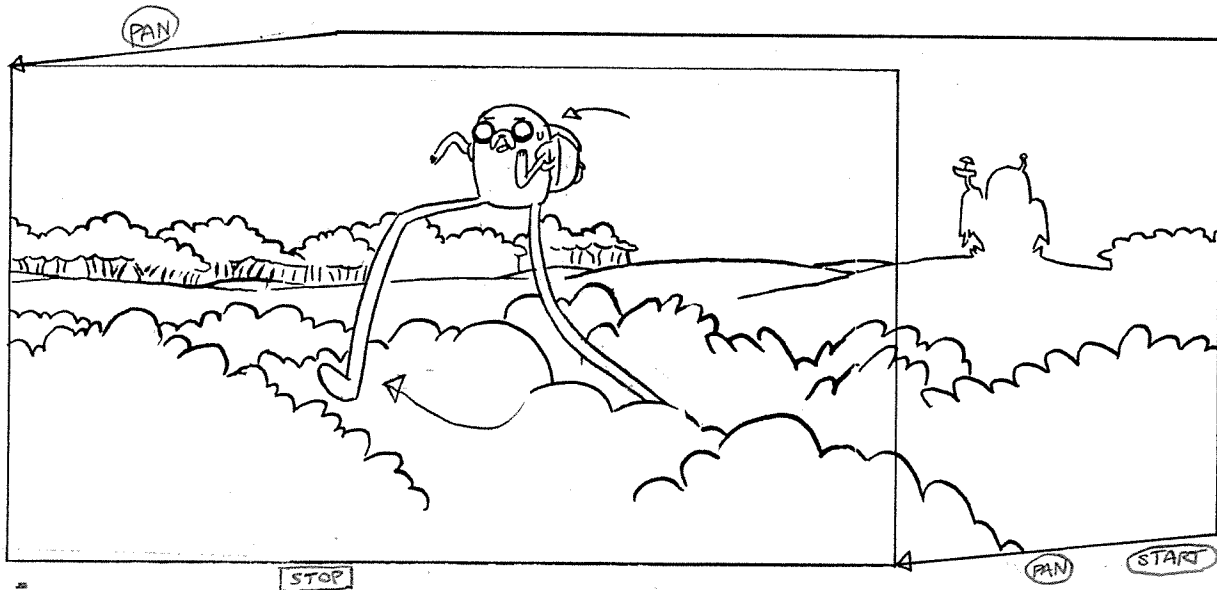
day night

Sc.

Pnl. D

Bg.

day night



Dialog:

↓: A BABY...

↓: FOR MY BUDDY...

Action:

PAN W/ ACTION

Timing:

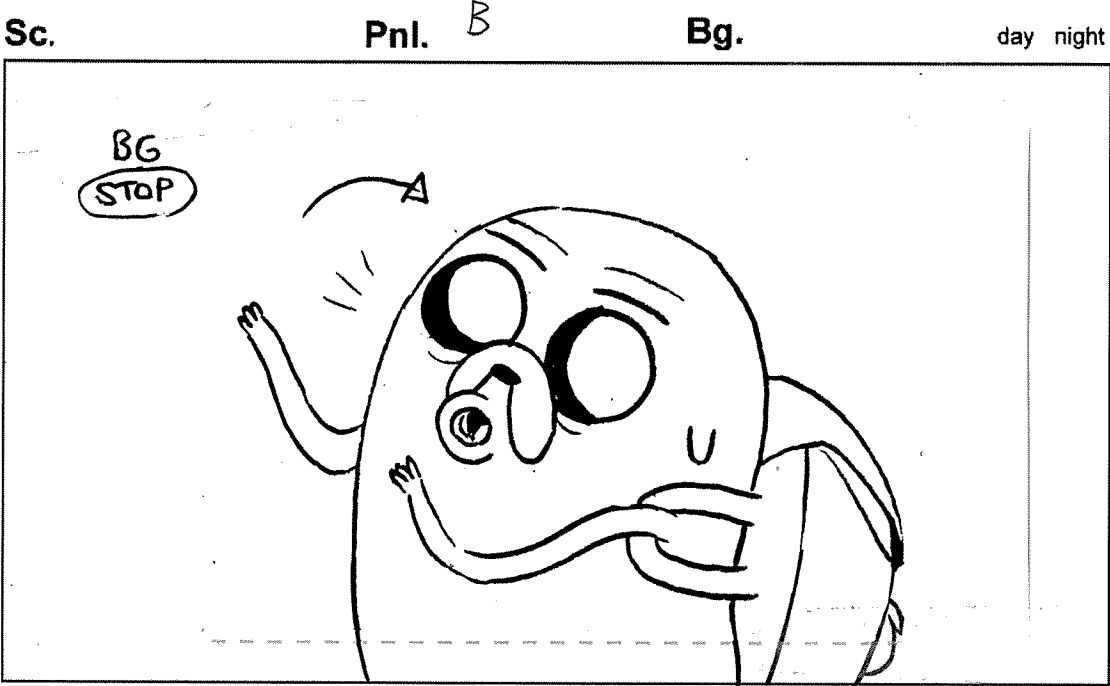
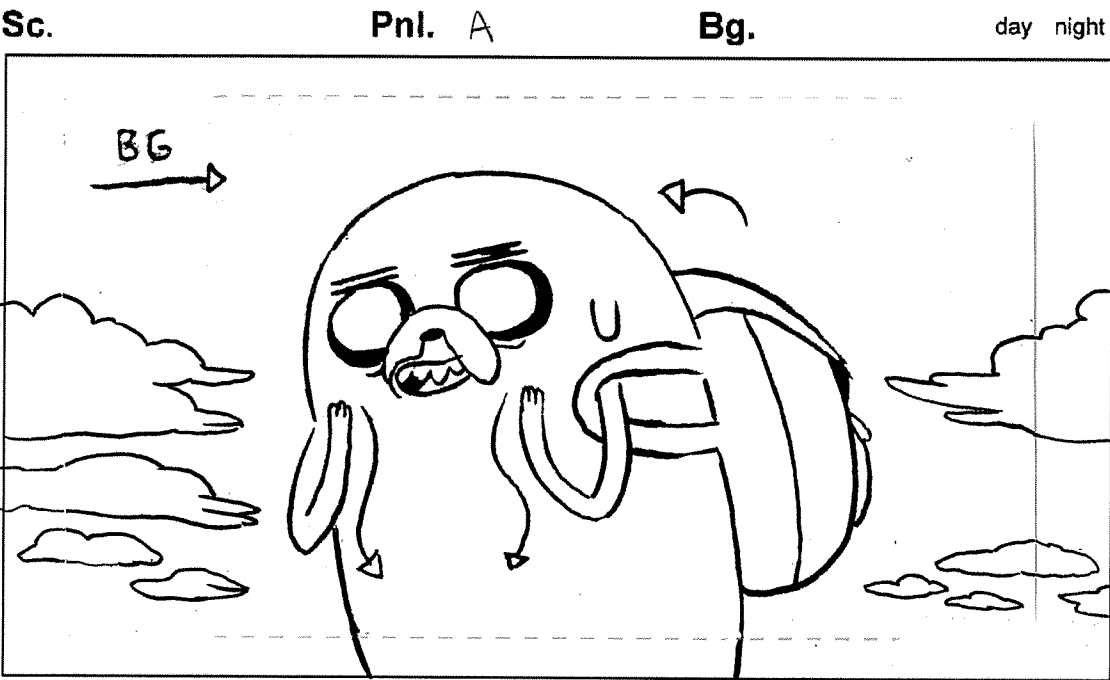
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ADVENTURE TIME



Dialog:

J: (DEEP) A LADY. FOR MY LADDIE --

FL: (o/s) EEK!!

Action:

Timing:

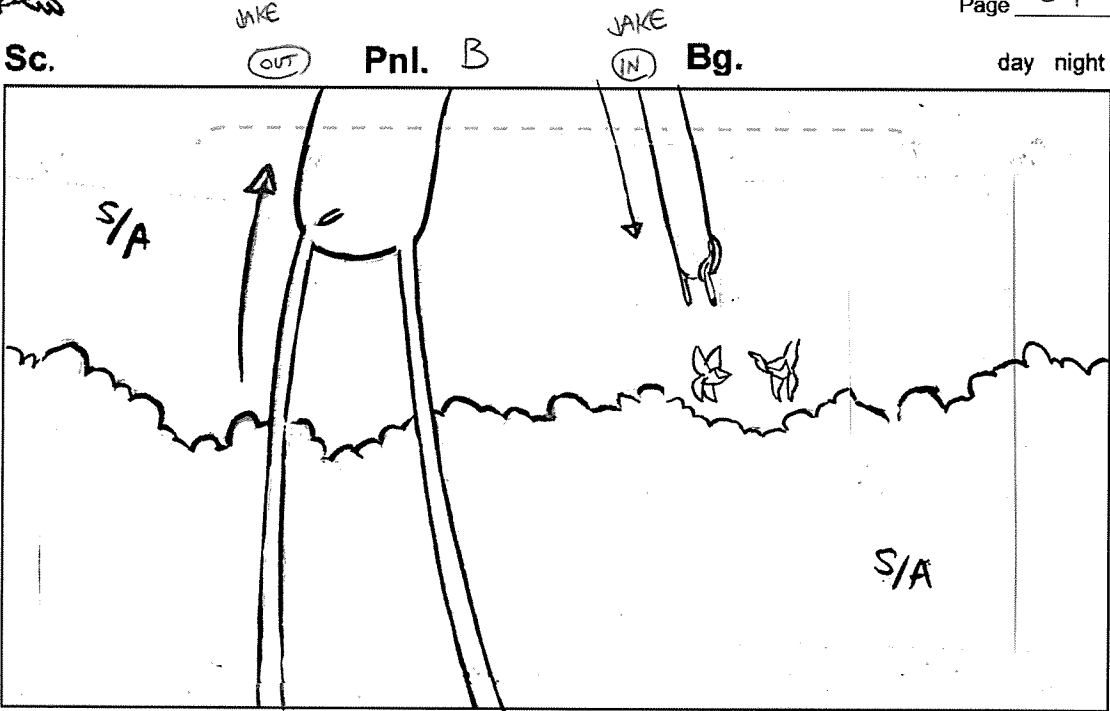
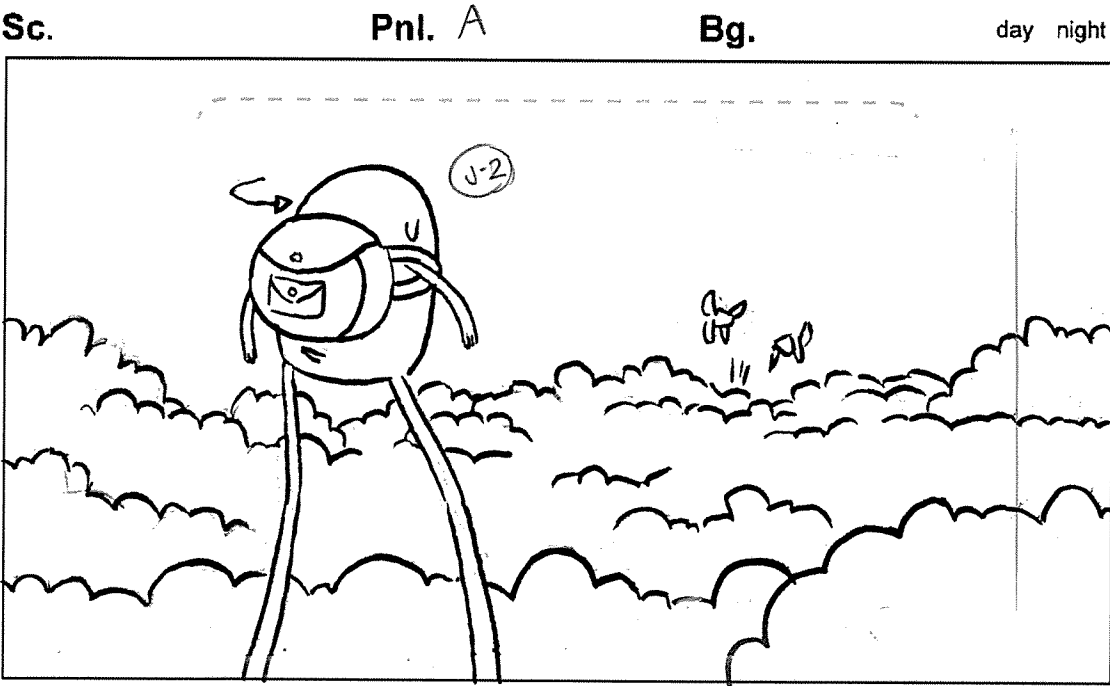
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ADVENTURE TIME



Dialog:

J: ^(J-2) WOMAN!

FL: [DISTANT SCREAMING]

Action:

JAKE WHIPS AROUND.

OWLS FLAP IN THE DISTANCE.

J-2

Timing:

JAKE STRETCHES INTO THE DISTANCE.

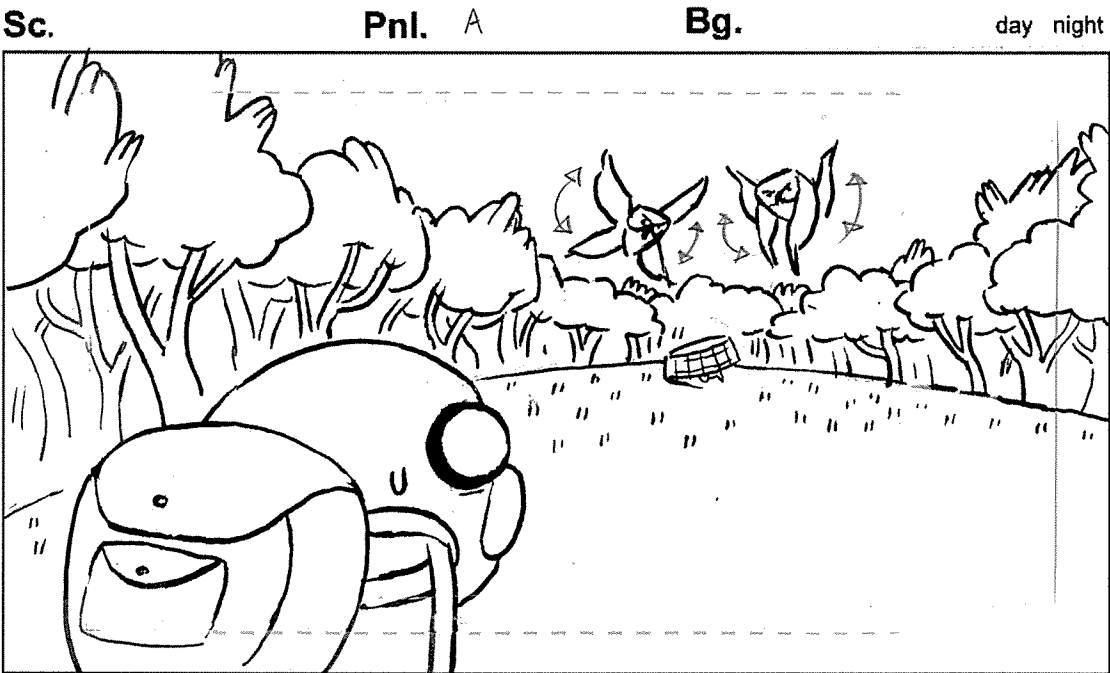
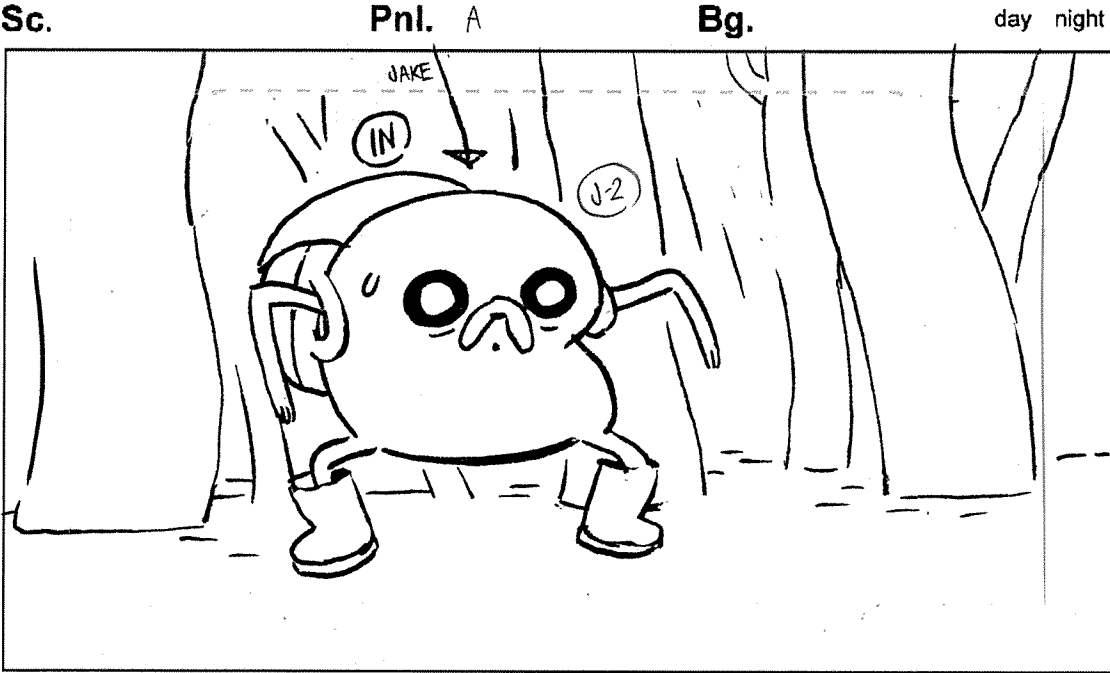
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ADVENTURE TIME



Dialog:

SFX: * THPP! *

IRON OWLS: KAW KAW

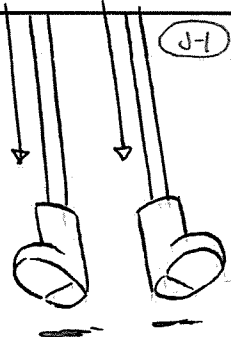
FL: (o/s) [WOMANISH SCREAMING]

Action:

JAKE LANDS ON THE GROUND.

IRON OWLS FLAP ABOVE AN UPTURNED WASHTUB.

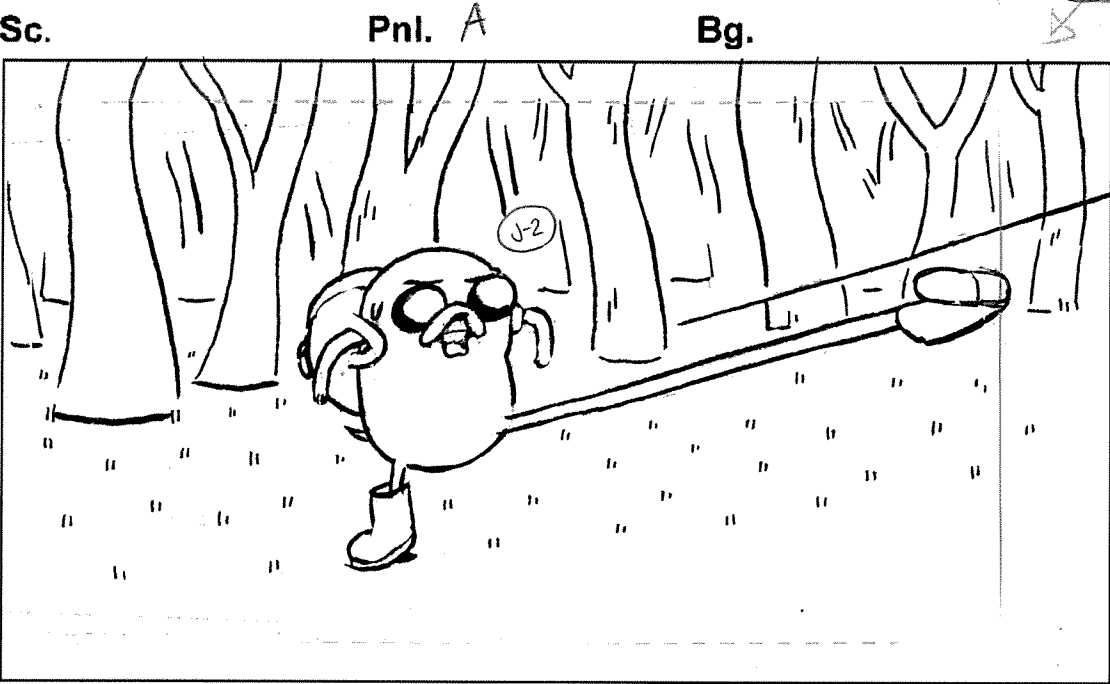
Timing:



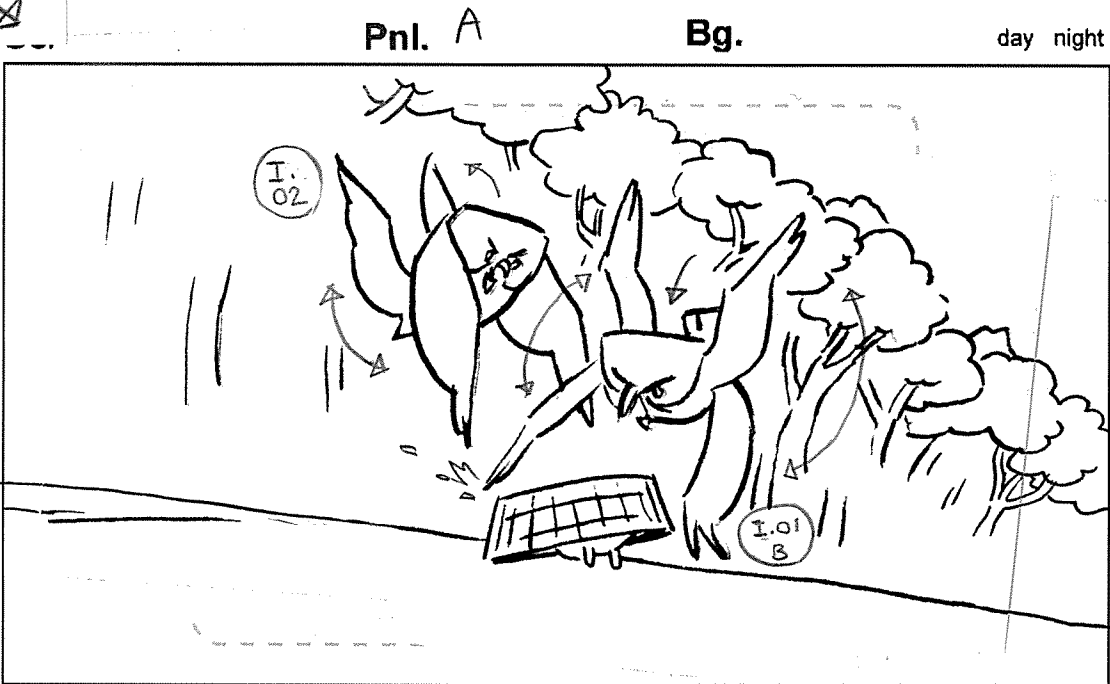
EPISODE # 100874

Production :

ADVENTURE TIME



POSES



Dialog:

J-1
J-2: I'LL SAVE YOU
WASHTUB PRINCESS!

I.01: SCREEE

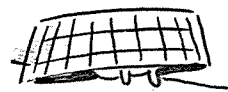
FL: [WOMAN SCREAMING]

Action:



• IRON OWL #1 SLASHES AT WASHTUB WITH ITS WINGS.
• SPARKS FLY OFF WASHTUB.

Timing:



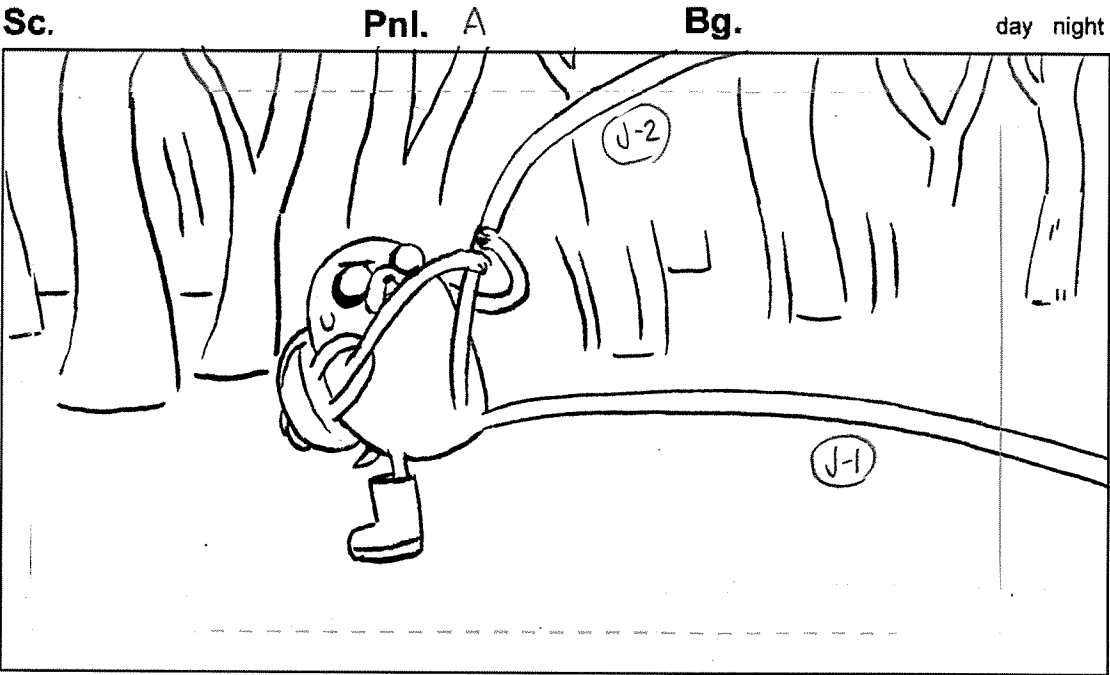
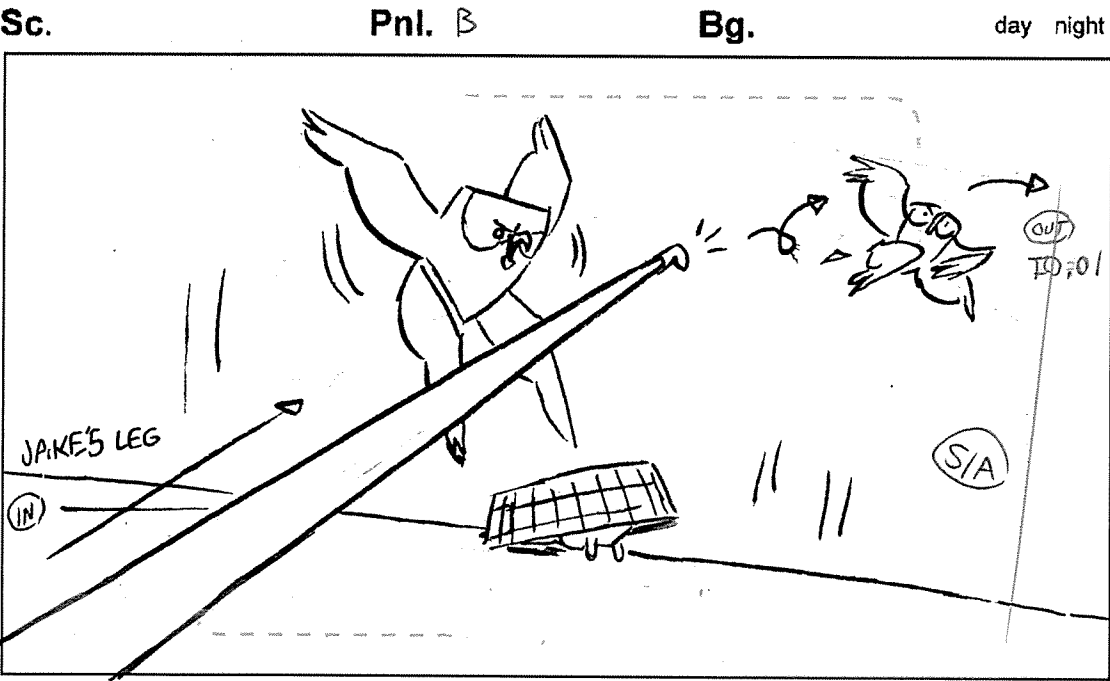
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ADVENTURE TIME



Dialog: IO:01: SQUAWK!!

J: J-2 HNNGH!

Action: JAKE KICKS IRON OWL OFF/S.

JAKE YANKS HIS OUTSTRETCHED LEG UPWARDS.

Timing:

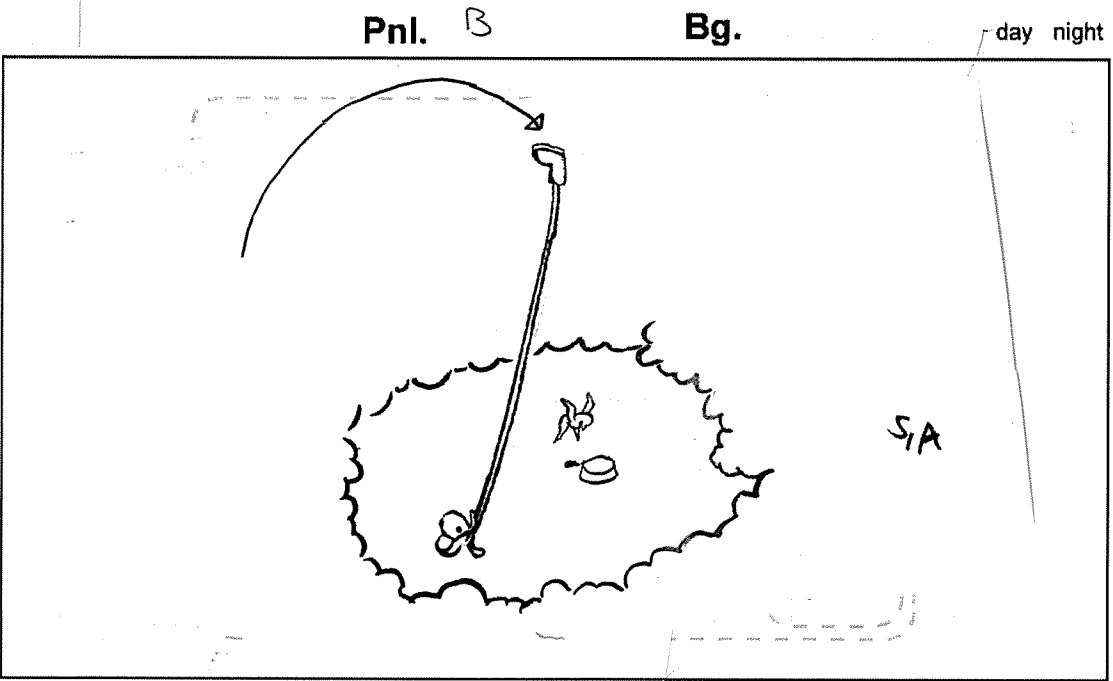
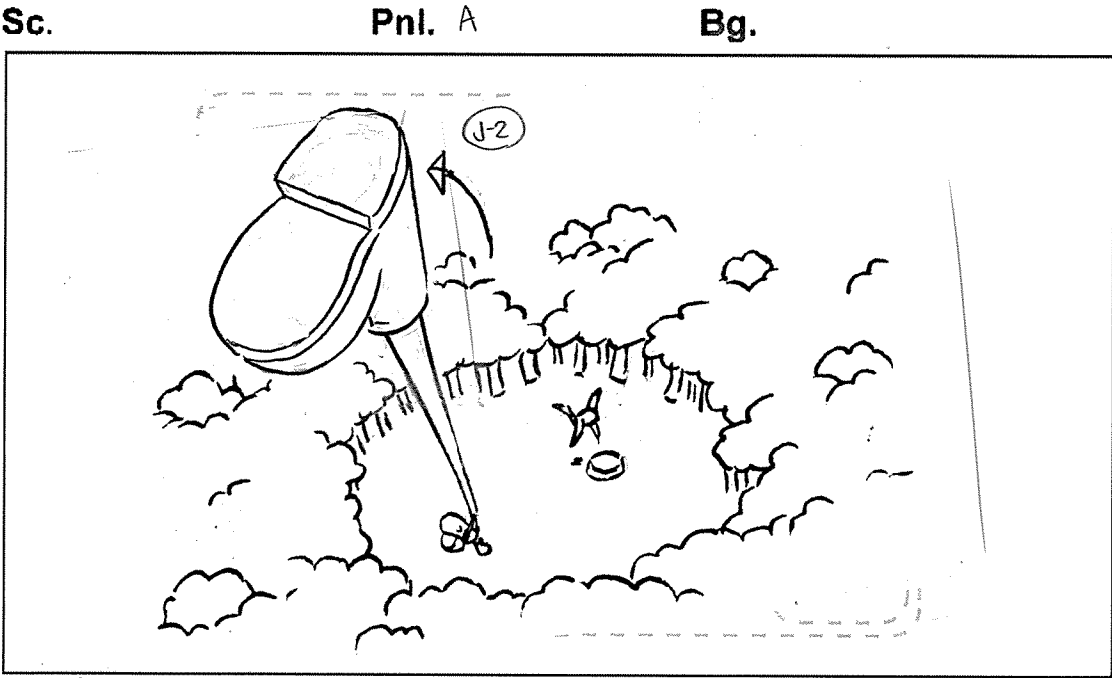


EPISODE # 100874

Production :

ADVENTURE TIME

HOOK-UP
POSE



Dialog:

J: (DISTANT) HRRRGH!

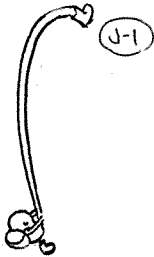
SFX: [STRETCHING] R-R-R-R

Action:

JAKE STRETCHES HIS FOOT HIGH INTO THE AIR.

JAKE'S LEG SWINGS FORWARD.

Timing:



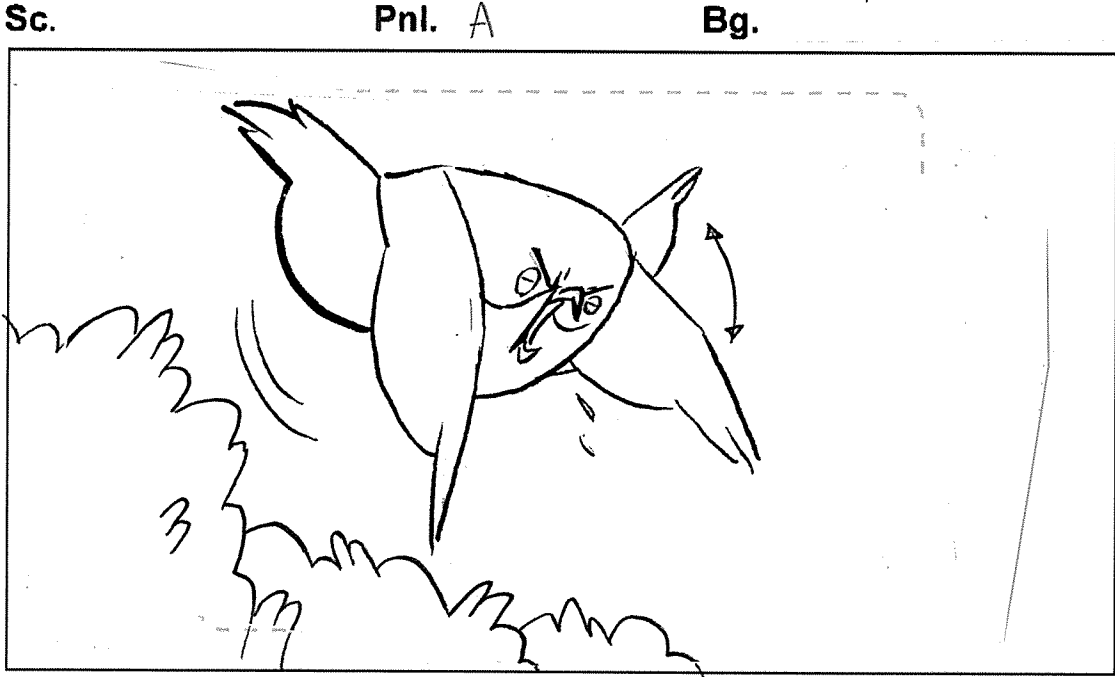
100874

EPISODE #

Production :

ADVENTURE TIM

POSES



Dialog: IRON OWL #2 : SCREEEEEEEE!

Action:

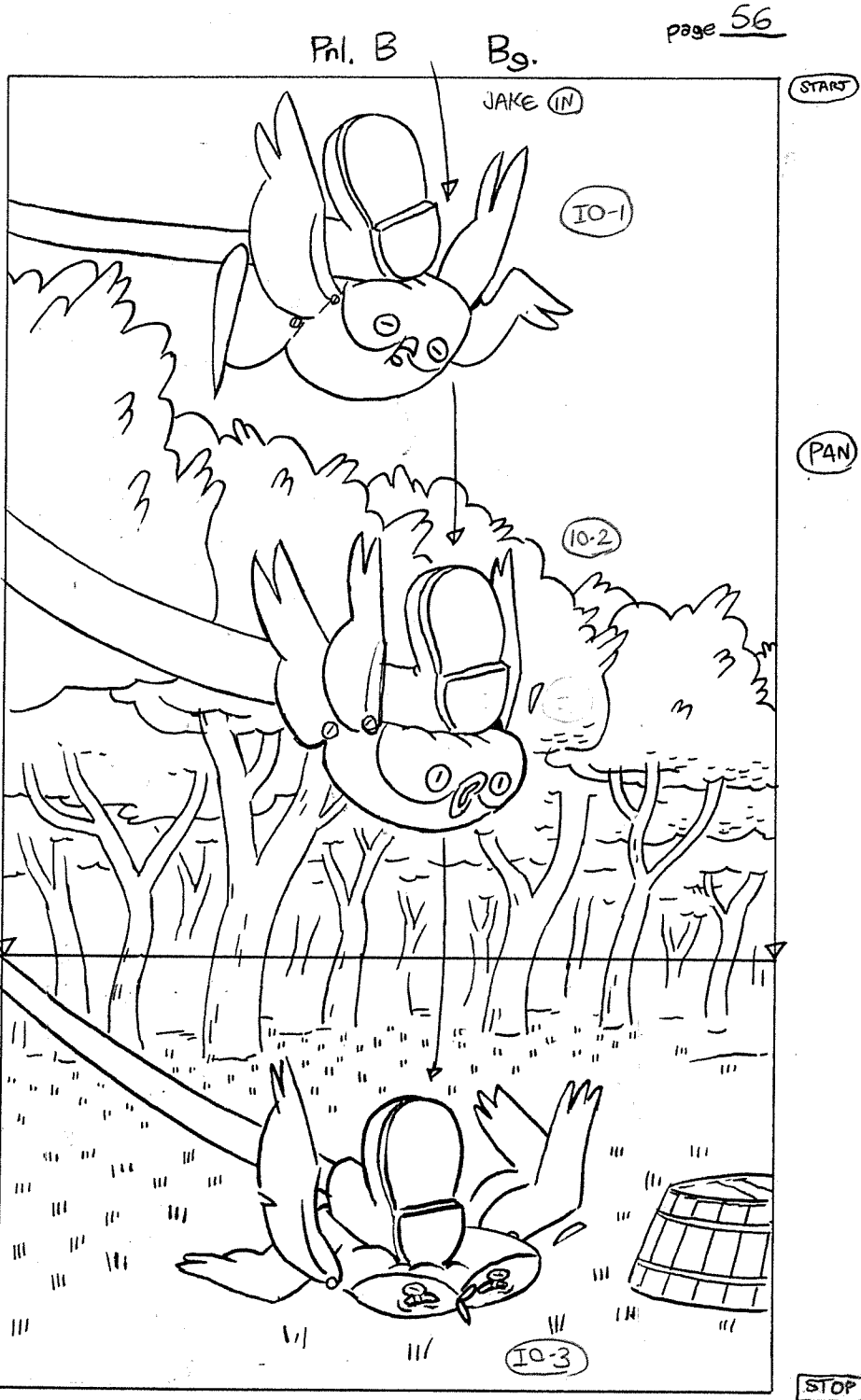
Timing:



SFX: * WHAM! *

JAKE'S FOOT SMASHES OWL TO THE GROUND..
..IRON OWL #2 SHATTERS.
..PAN W/ ACTION

IO-4



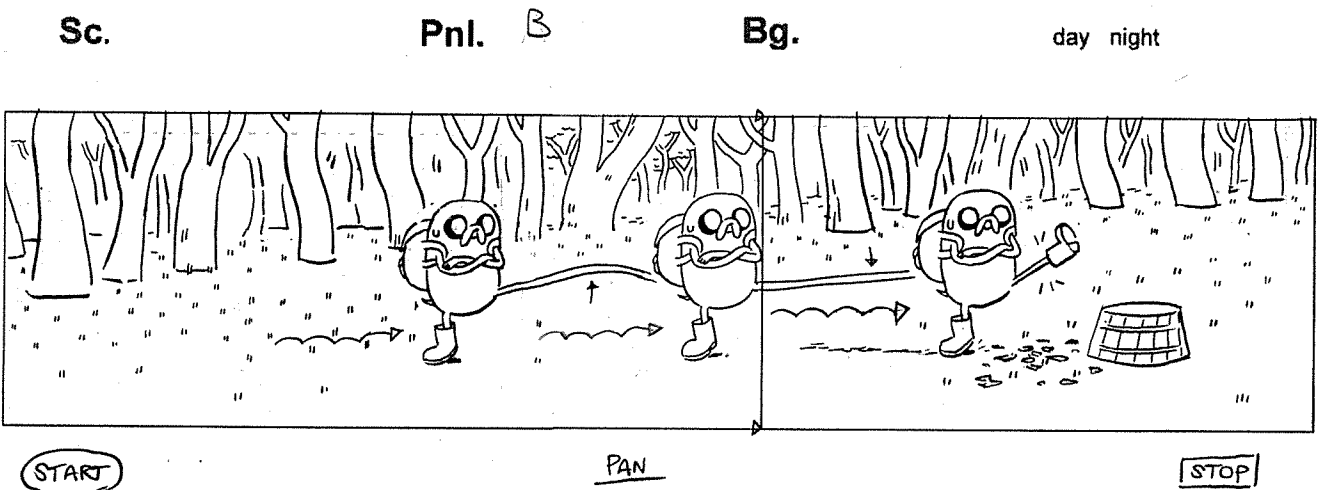
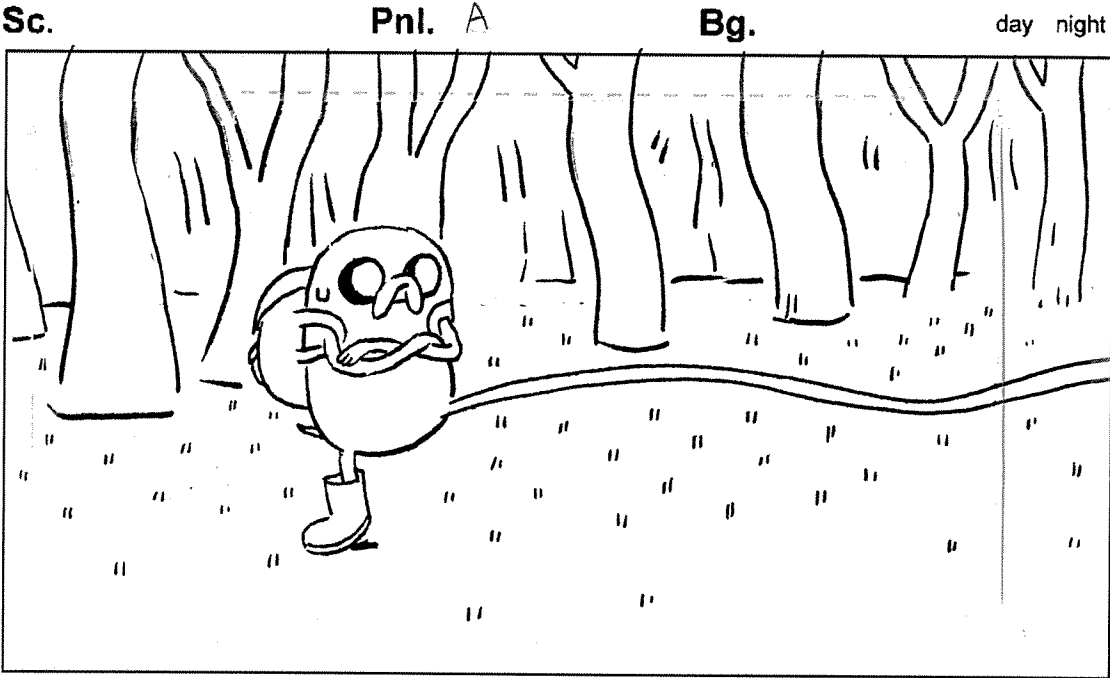
EPISODE #

Production :

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ADVENTURE TIME



Dialog:
Action: <i>LOW BARS INTO IRON FENCE.</i> <i>JAKE RETRACTS HIS BODY TOWARDS HIS FOOT</i>
Timing:

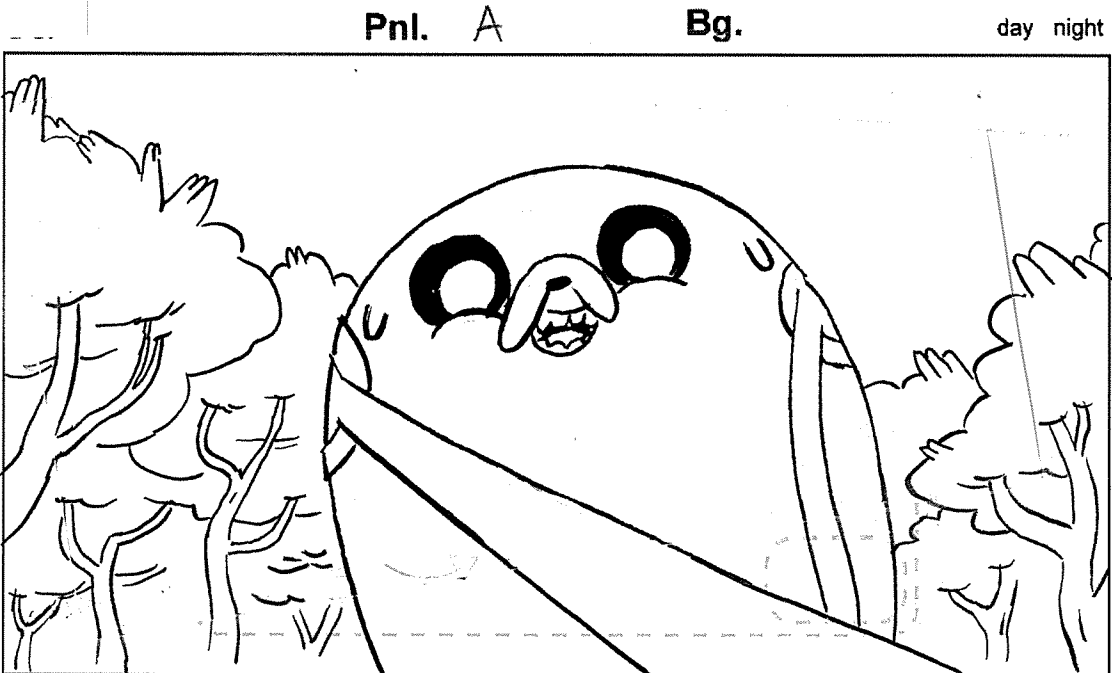
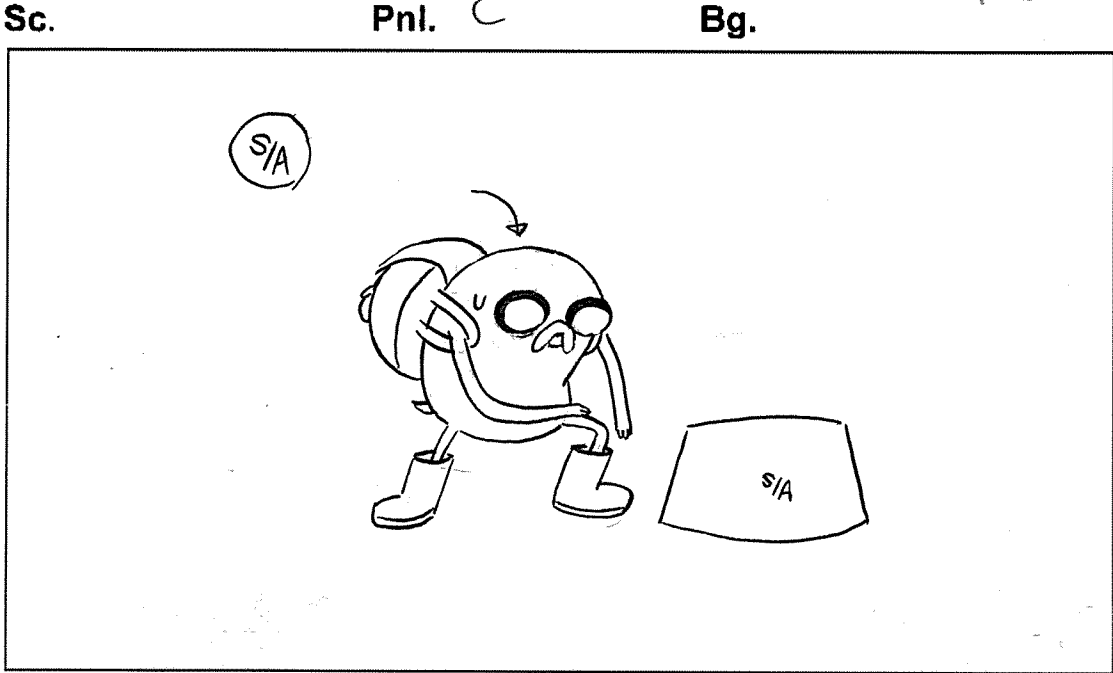
Production :

100974

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ADVENTURE TIME

HOOKUP
POSE



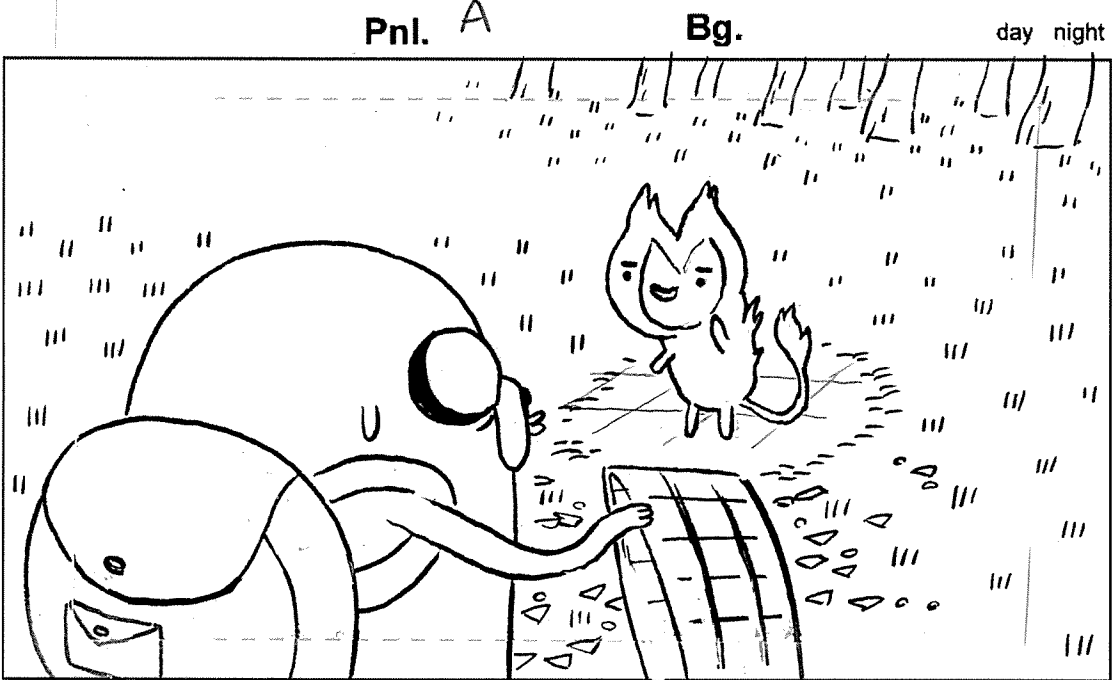
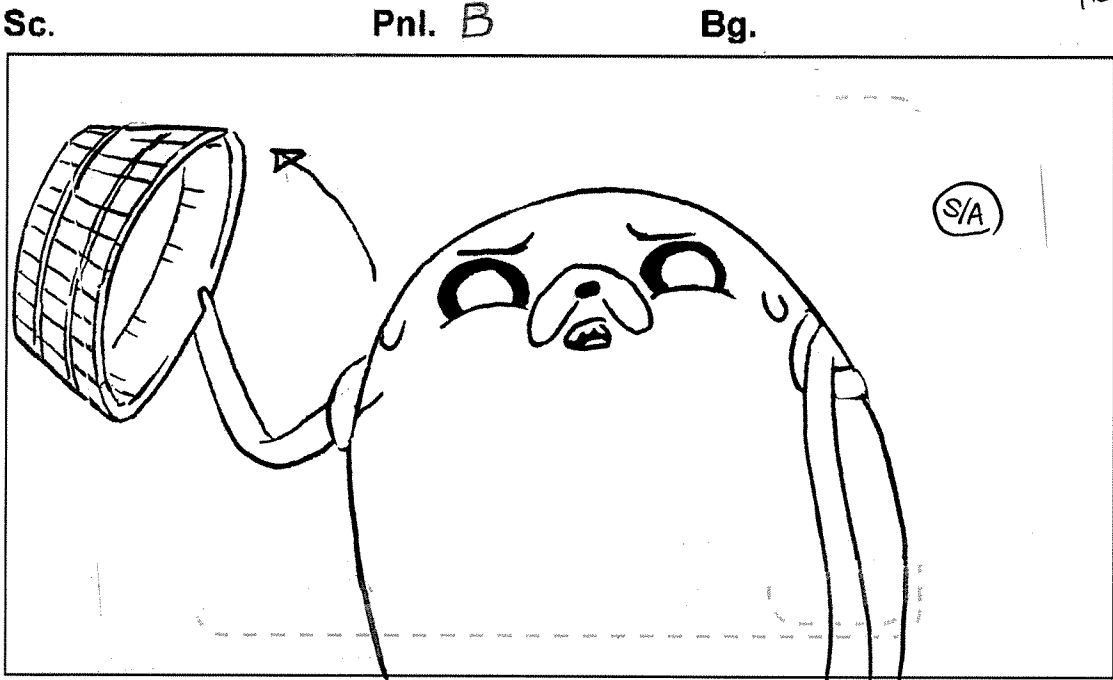
Dialog:	
<u>J</u> : YOU'RE SAFE NOW...	<u>J</u> : MISS...
Action: JAKE GRABS THE EDGE OF THE WASHTUB	
Timing:	

EPISODE # 100874
Production :

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ADVENTURE TIME

POSE

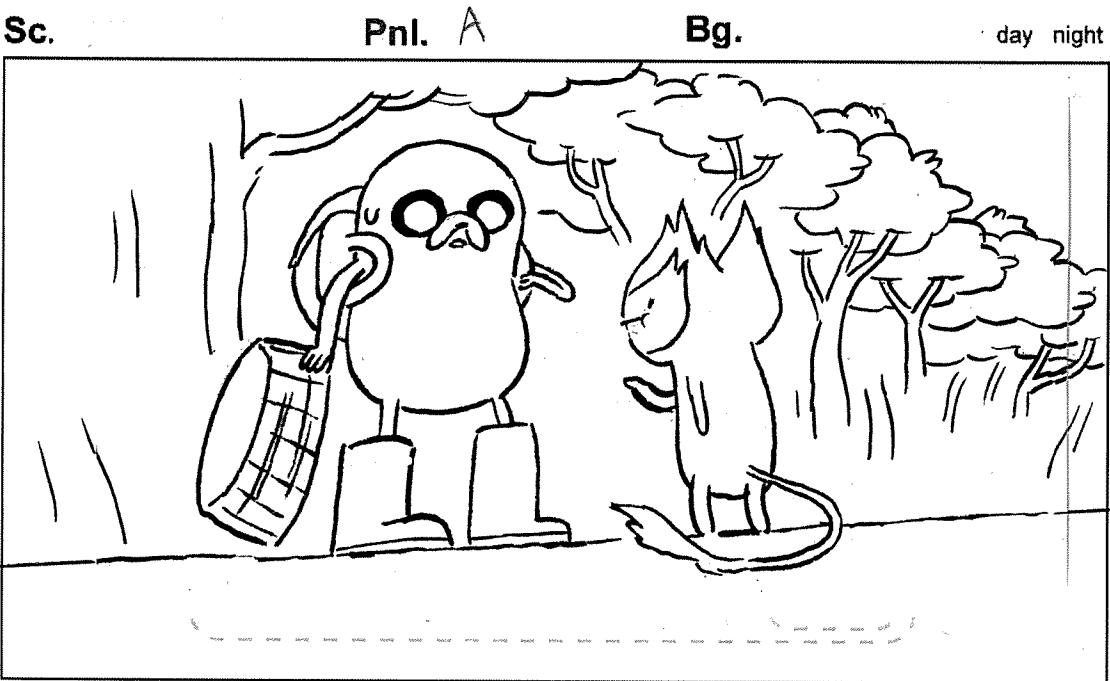
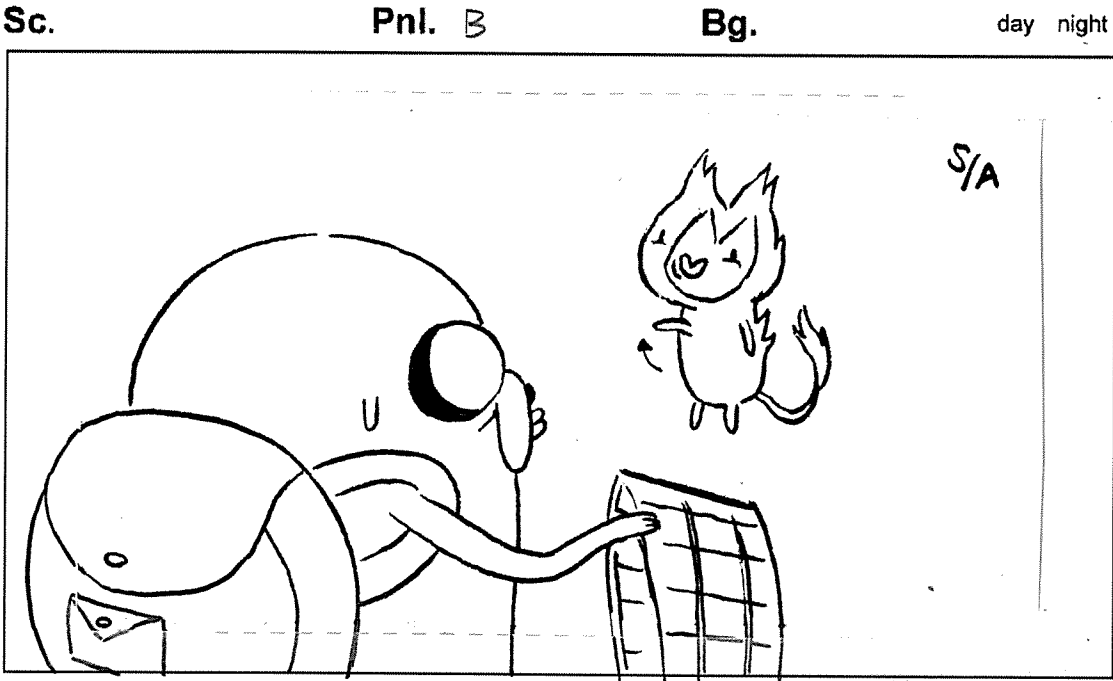


Dialog:	
J: FLAMBO?!	FL: YEEEAH, IT'S ME.
Action: JAKE LIFTS UP THE WASHTUB	
Timing:	

100874
EPISODE #
Production :

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ADVENTURE TIME



Dialog:

FL: BET YA' THOUGHT IT WAS A DAME
ONNA' COUNT OF MY GIRLISH SCREAMIN'.

J: (FLAT) I DID THINK THAT...

Action:

Timing:

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ADVENTURE TIME



Sc. Pnl. B Bg. day night

OUT WASH TUB

S/A

Sc. Pnl. C Bg. day night

S/A

Dialog:

FL: WELL, TANKS ANYHOW, BRUDDA.

J: HEY ...

Action:

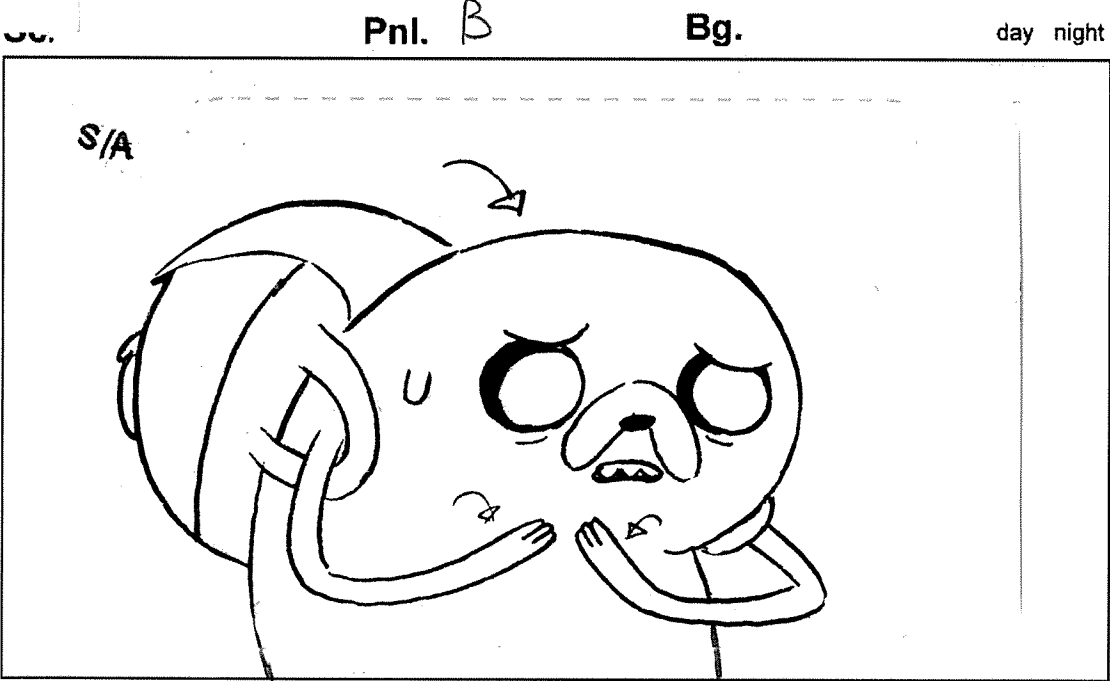
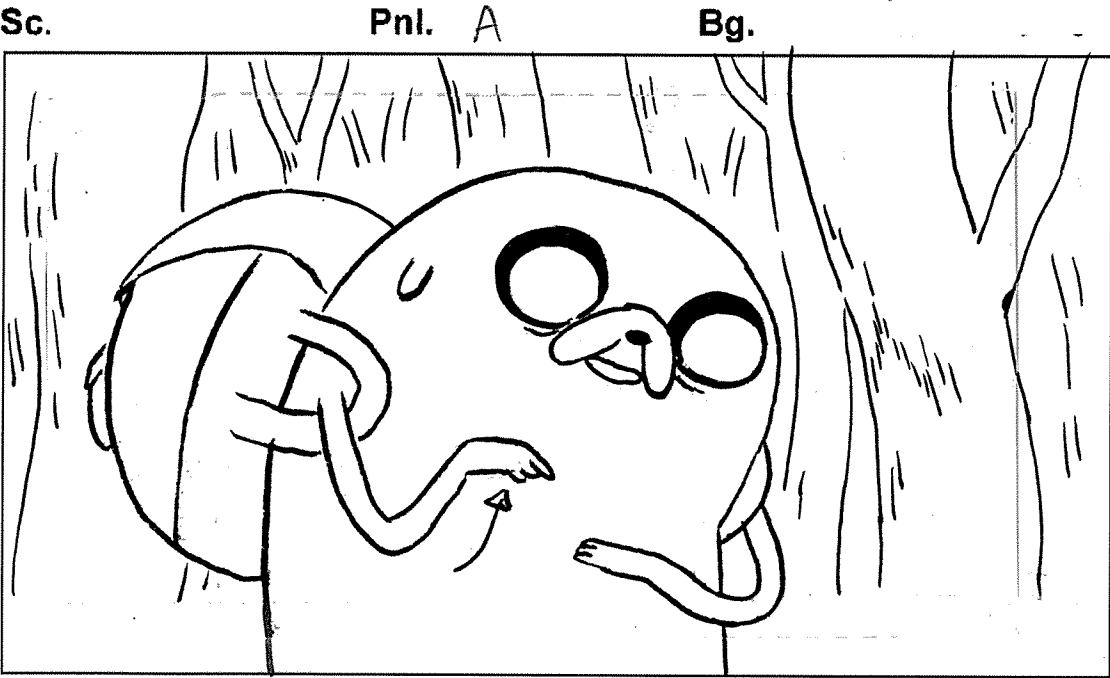
Timing:

EPISODE # 100874

Production :

ADVENTURE TIME

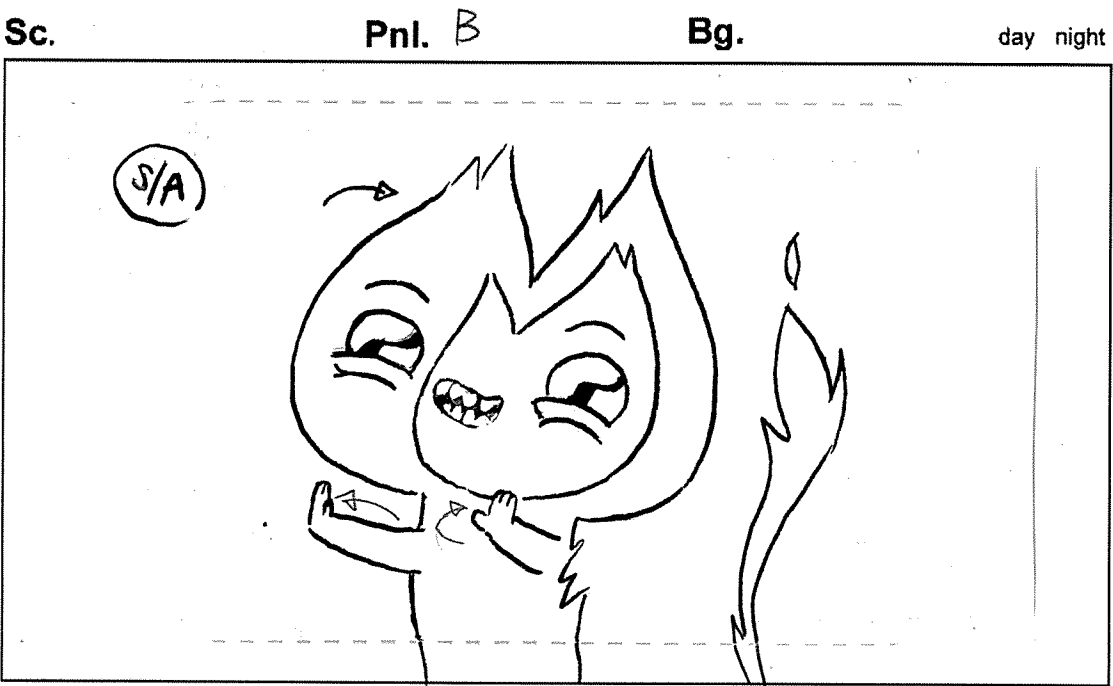
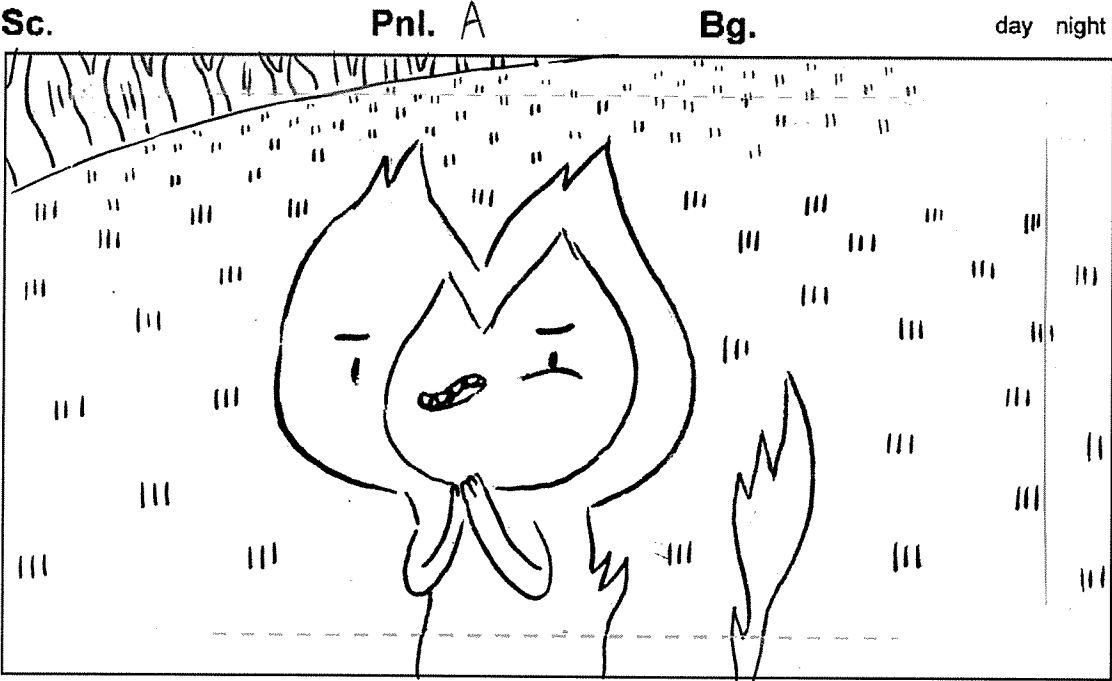
S.P.
↓



Dialog:
↓: YOU'RE PRETTY PLUGGED IN, FLAMBO ...
↓: DO <u>YOU</u> KNOW ANY PRINCESSES FINN'S AGE ?
Action:
Timing:

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ADVENTURE TIME



Dialog:

FL: OH YEAH...
I KNOW JUST THE GOIL...

F: AND SHE'S WAY HOT

Action:

Timing:

EPISODE # 100874
Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

WIPE

Sc. Pnl. A Bg. day night

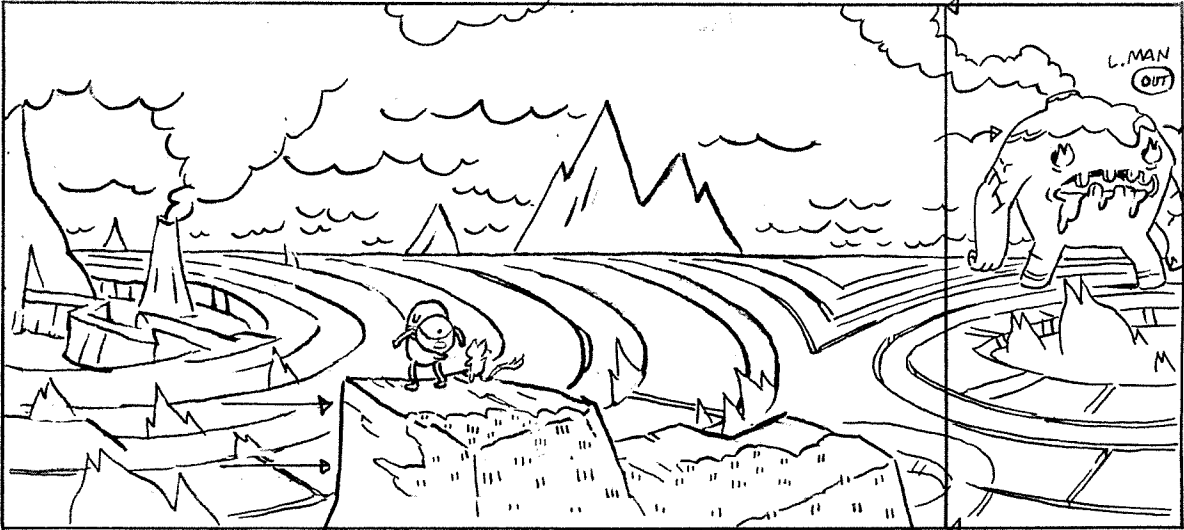
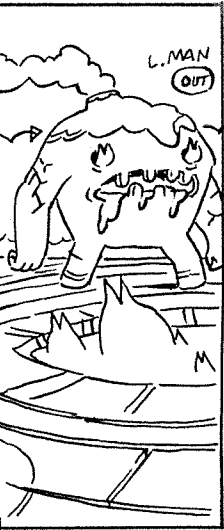
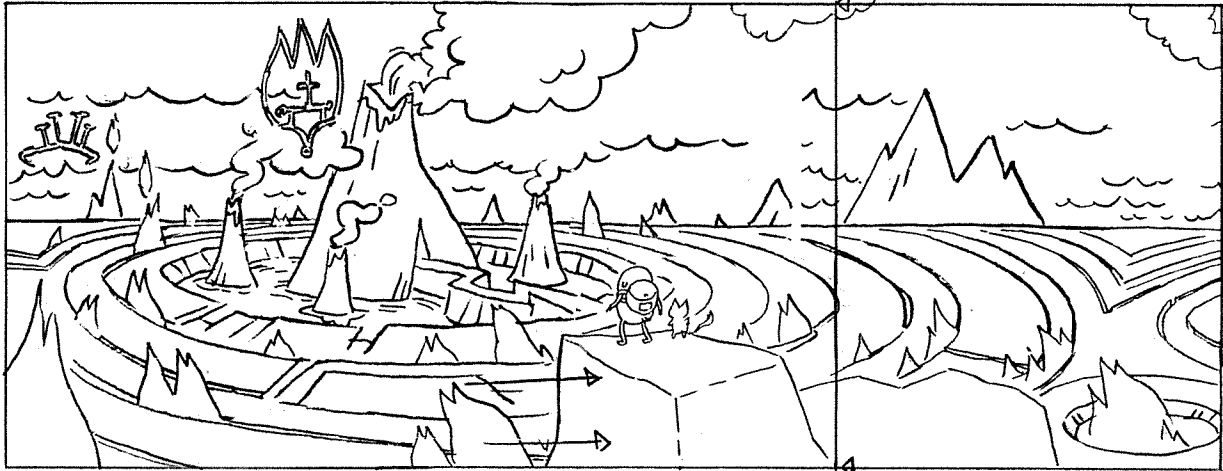
Dialog:	SFX: * THOOM - THOOM - THOOM *
Action:	· WIFE LEFT. · LAVA MAN STRIDES ACROSS VOLCANIC LANDSCAPE. · 'WAYNE BARLOWE' LANDSCAPE.
Timing:	

EPISODE # 100874
Production :

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ADVENTURE TIME

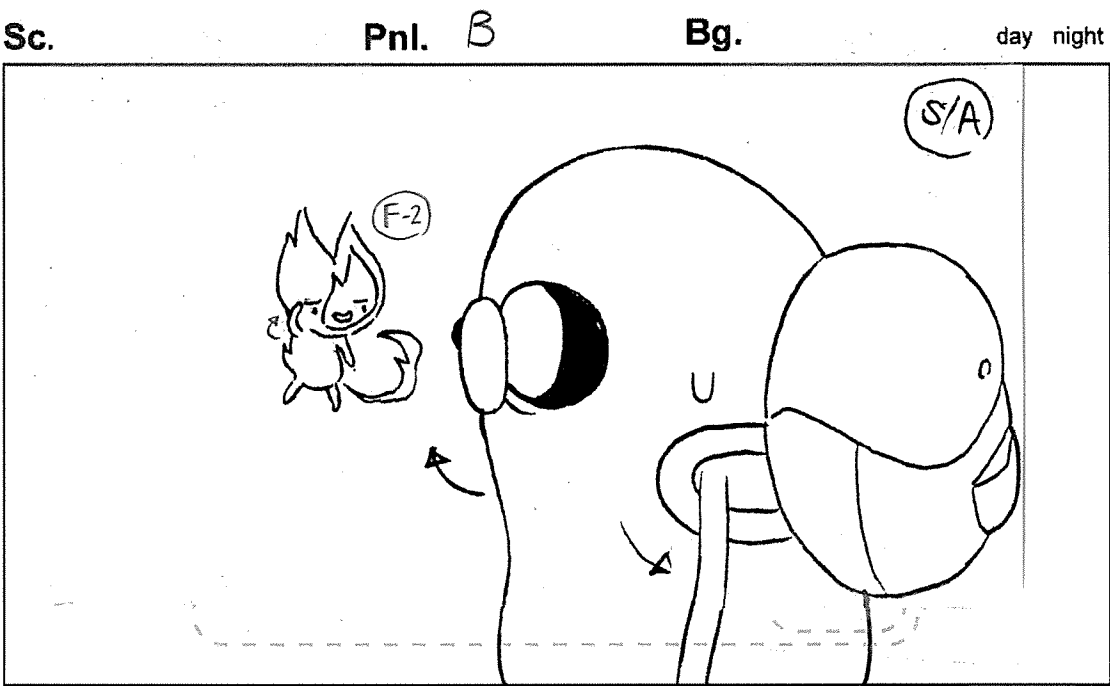
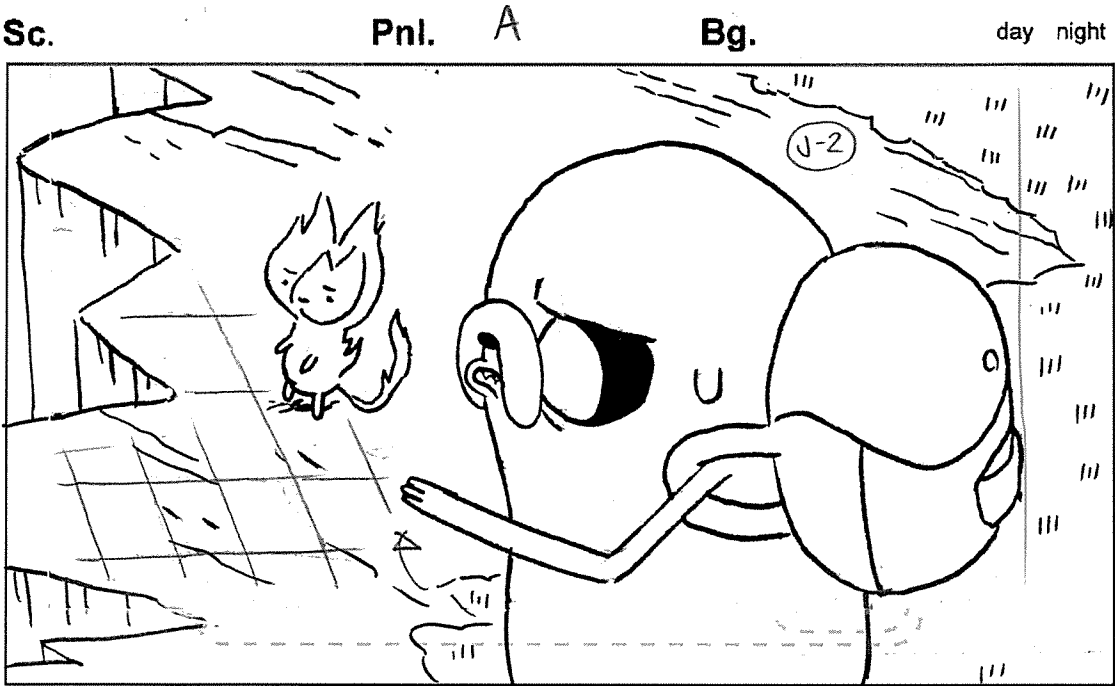


Sc.	Pnl. B	Bg.	day night	Sc.	Pnl. C	Bg.	day night
							

Dialog:	
↓: SHE'S FROM FIRE KINGDOM.	
Action:	<ul style="list-style-type: none">• LAVA MAN WALKS OFF/S• PAN LEFT• FOREGROUND PANS RIGHT
Timing:	<ul style="list-style-type: none">• FIRE PALACE PANS INTO VIEW• FLAMING GLYPH FLOATS ABOVE PALACE.• PAN LEFT• FOREGROUND PANS RIGHT.

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ADVENTURE TIME



Dialog:

J: (J-1) THINK I'LL ...
(J-2) DIE IF I GO IN THERE.

FL: (F-1) HEH, (F-2) OH YEH ...

Action:



• JAKE GESTURES TOWARDS
FIRE KINGDOM

• FLAMBO TURNS TOWARDS JAKE
• FLAMBO TAPS HIMSELF ON THE HEAD.



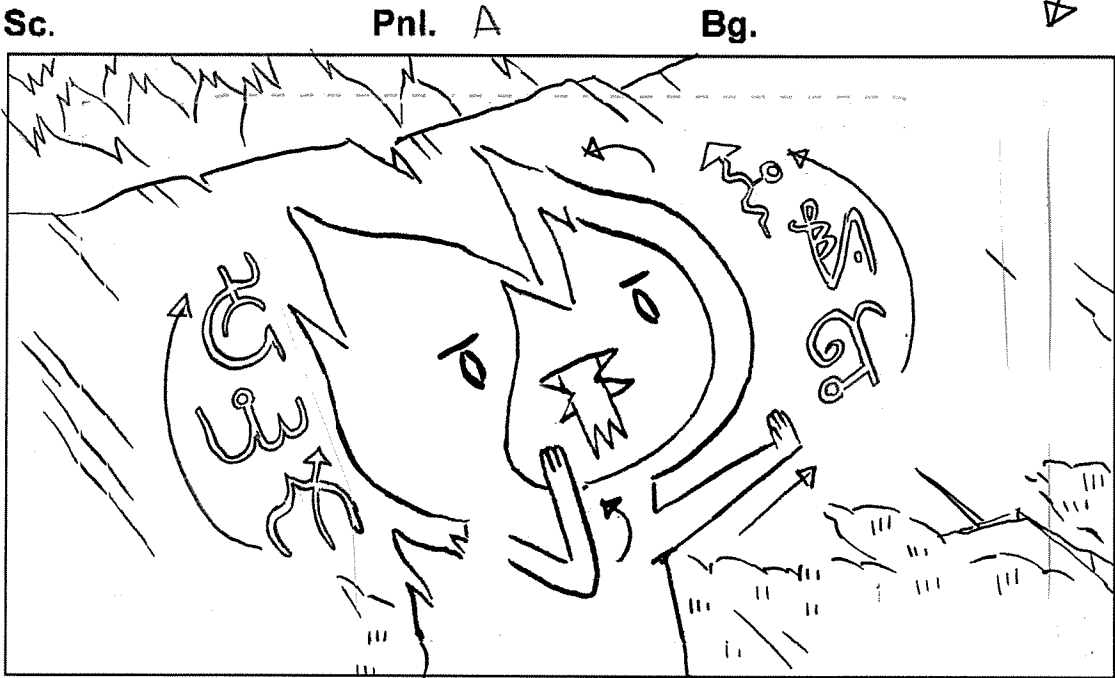
Timing:



EPISODE # 100874
Production :

ADVENTURE TIME

POSES
↓

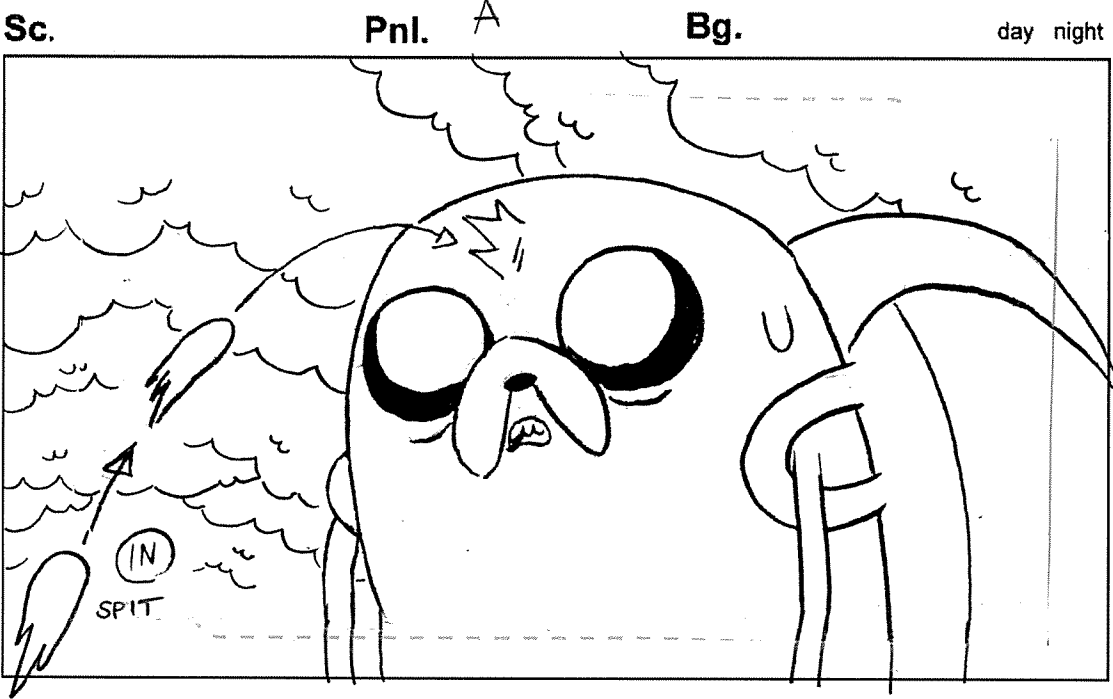
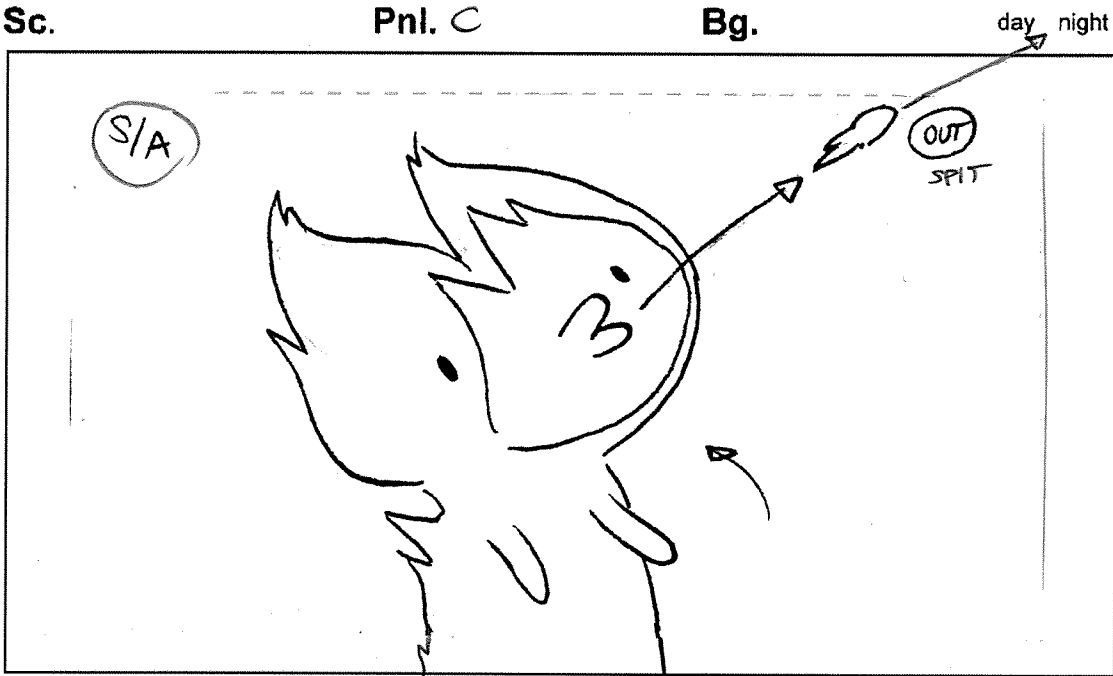
SPELL
NAME



Dialog:	
<u>FL</u> (INCANTATION)	<u>FL</u> * SNRRK *
Action:	
• FLAMBO MAKES ARCAINE GESTURES. • GLYPHS FLOAT FROM FLAMBO'S HANDS.	• FLAMBO SNORTS • GLYPHS BLINK OUT OF EXISTENCE.
Timing:	
	 Design special mouth using these shapes.

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ADVENTURE TIME



Dialog:

FL: * P-TOOO! *

↓: OW,

SFX: SFX: *SSST *

Action:

FLAMBO HAWKS A LOOGIE

FLAMING SPIT HITS JAKE'S FOREHEAD AND SIZZLES.

Timing:

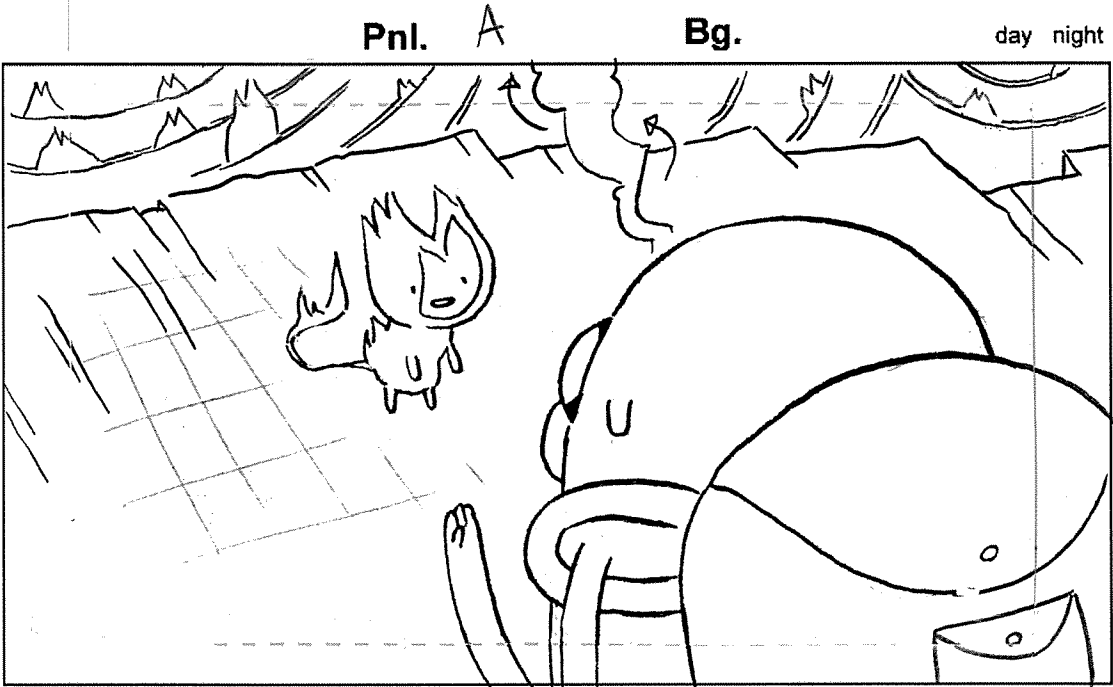
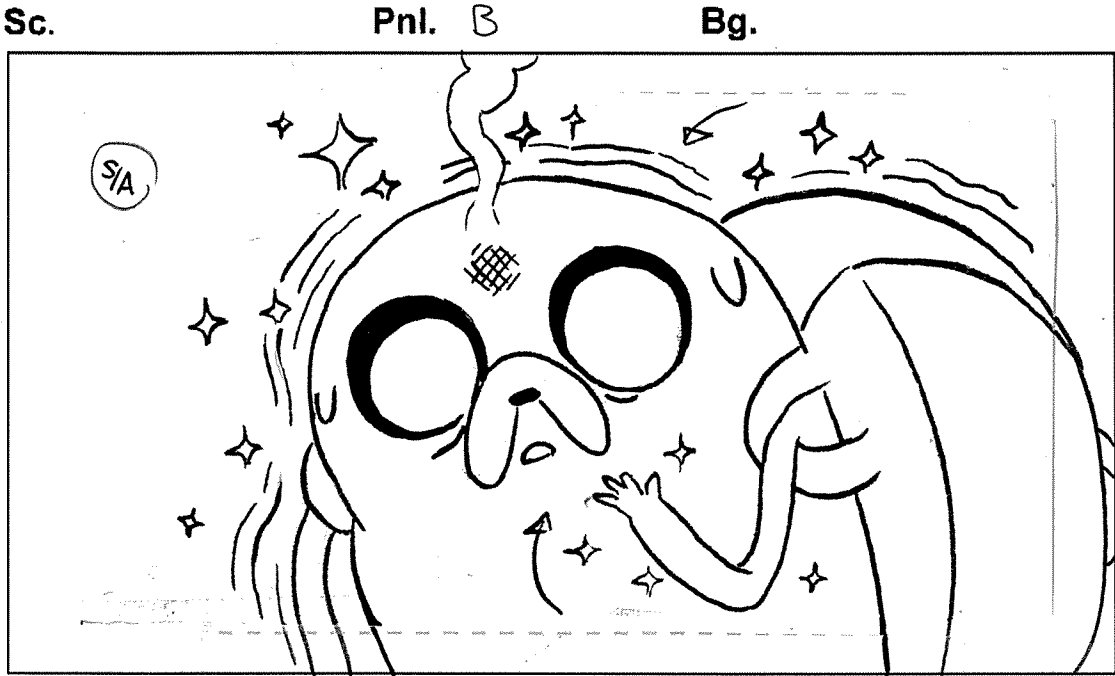
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ADVENTURE TIME

JAKE
LINE ?



Dialog:

J: ...

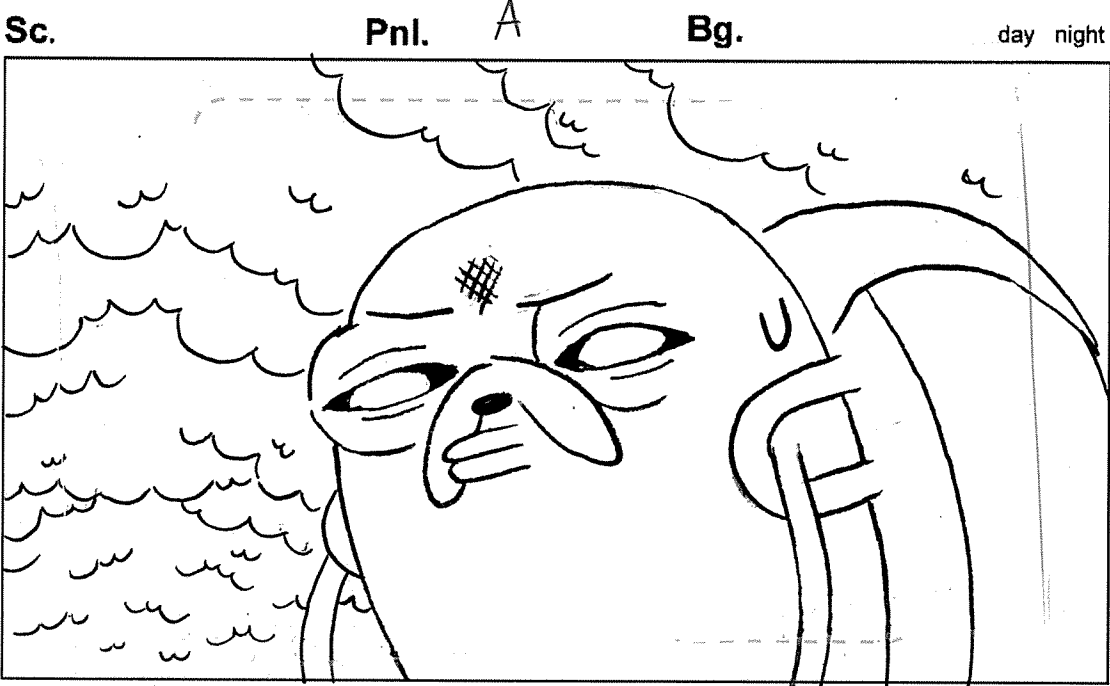
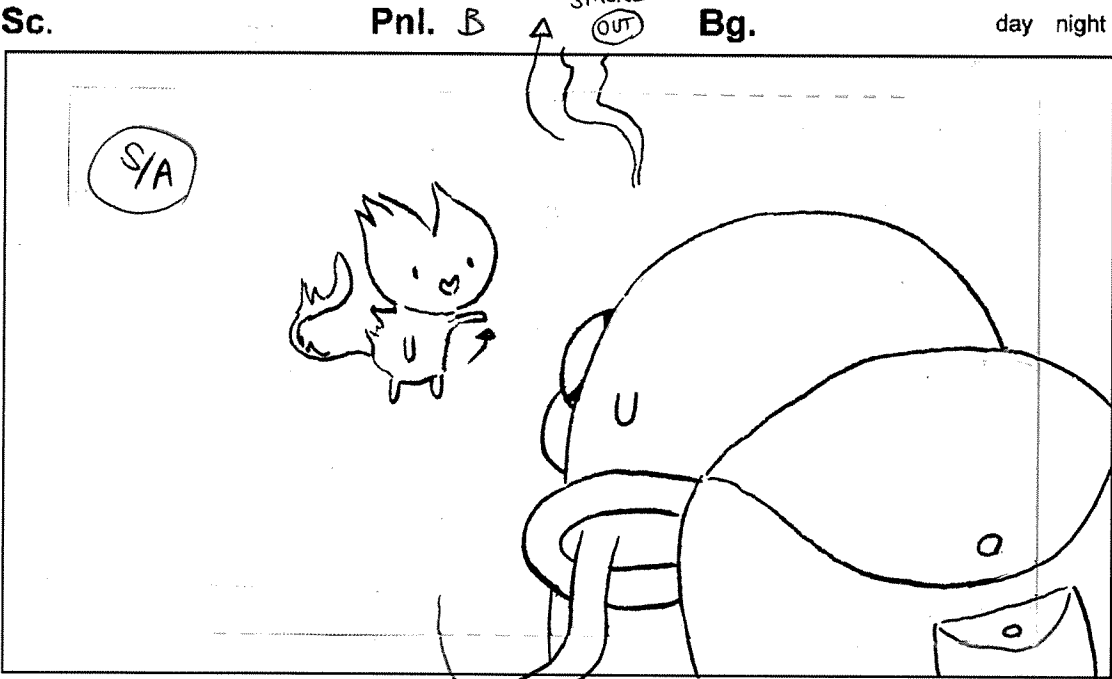
FL: THERE, I CAST "FLAME SHIELD" ON YOU.

Action:

- JAKE'S BODY SPARKLES
- SMOKE RISES OFF OF JAKE'S FOREHEAD

Timing:

ADVENTURE TIME



Dialog:

FL: ALSO ... I SPAT ON YOURS.

J: [MUFFLED GROWL]

Action:

JAKE MAKES A GRUMPY FACE.

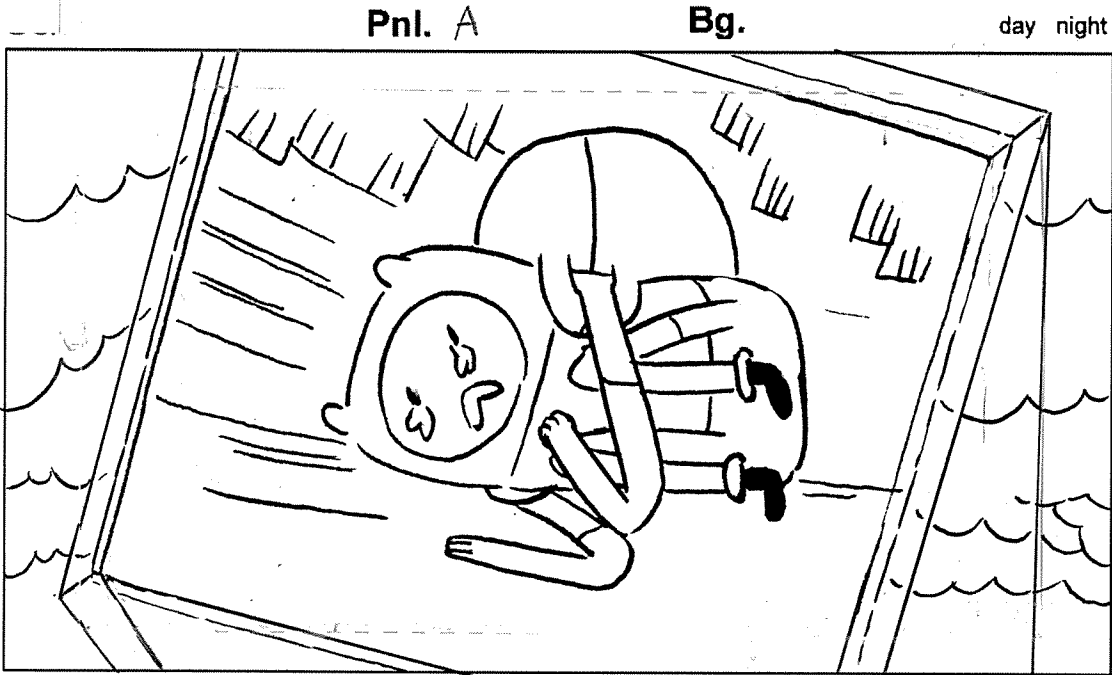
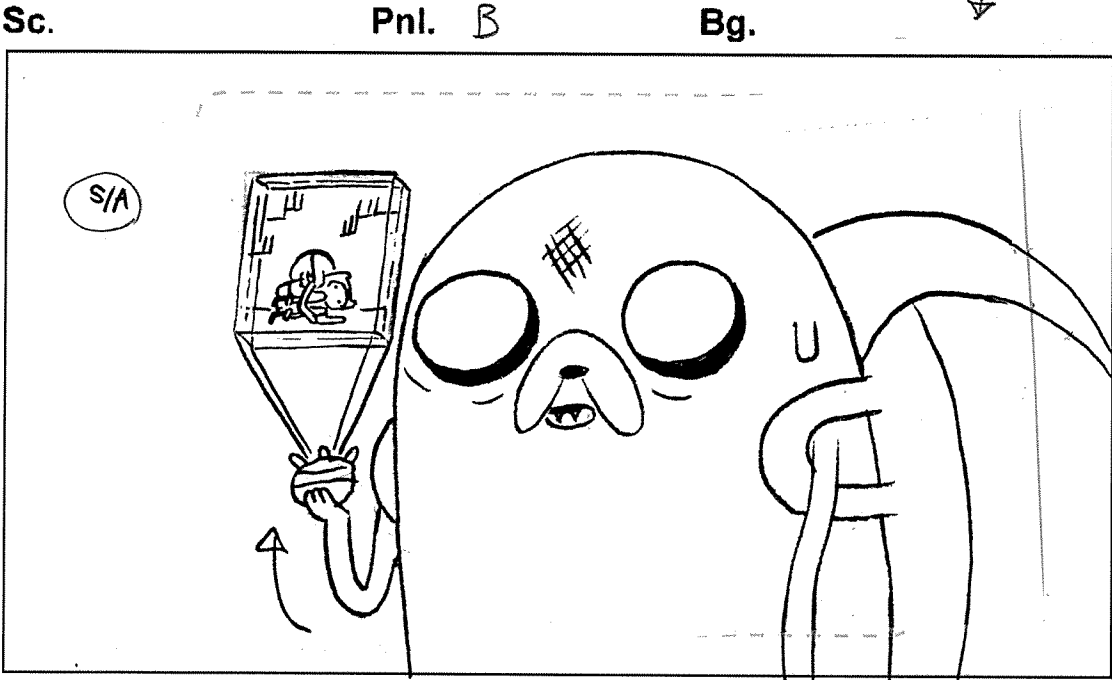
Timing:

EPISODE # 100874

Production :

ADVENTURE TIME

POSES
↓



Dialog:

J: (SUPERFAST) BEEMO CAM ON.

F: GOL' DERN YOU, TEAR DUCTS ...

Action:

JAKE RAISES THE HOLOPROJECTOR

FINN IS CURLED UP ON THE FLOOR, WEEPING.

Timing:

EPISODE # 100874

Production :

ADVENTURE TIME



Sc. Pnl. B Bg. day night

S/A

S/A

Sc. Pnl. C Bg. day night

S/A

S/A

Dialog:

E: EUH!

E: EUH!!

Action:

FINN PUNCHES AT HIS TEARS.

Timing:

EPISODE # 100874

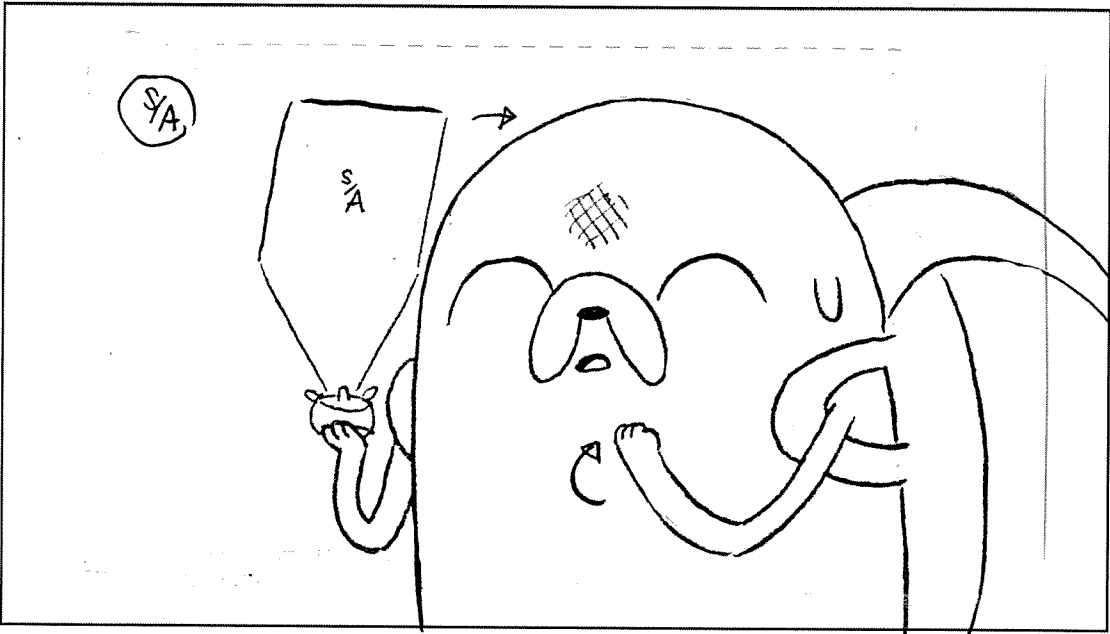
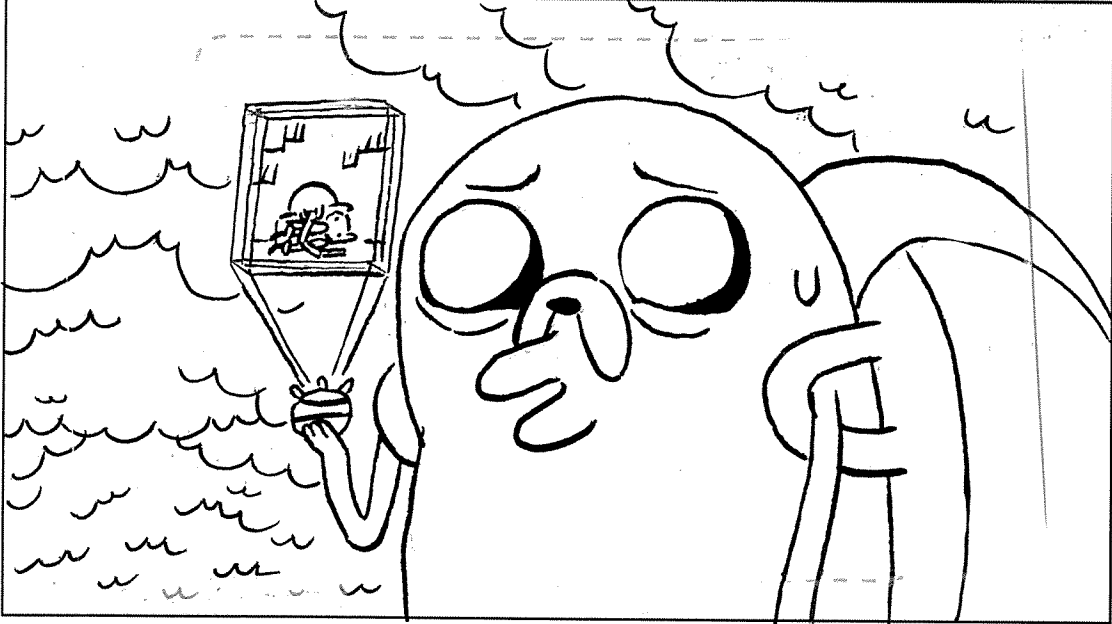
Production :

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ADVENTURE TIME

BG
S.P.

Sc. Pnl. A Bg. Pnl. B Bg. day night



Dialog:	J: [GRUNT] UGH.	J: HANG IN THERE.	E: EUH.
Action:	JAKE CLENCHES HIS FIST		WIPE
Timing:			

Production : 100874 EPISODE #

ADVENTURE TIME



Page 74

A

Bg.

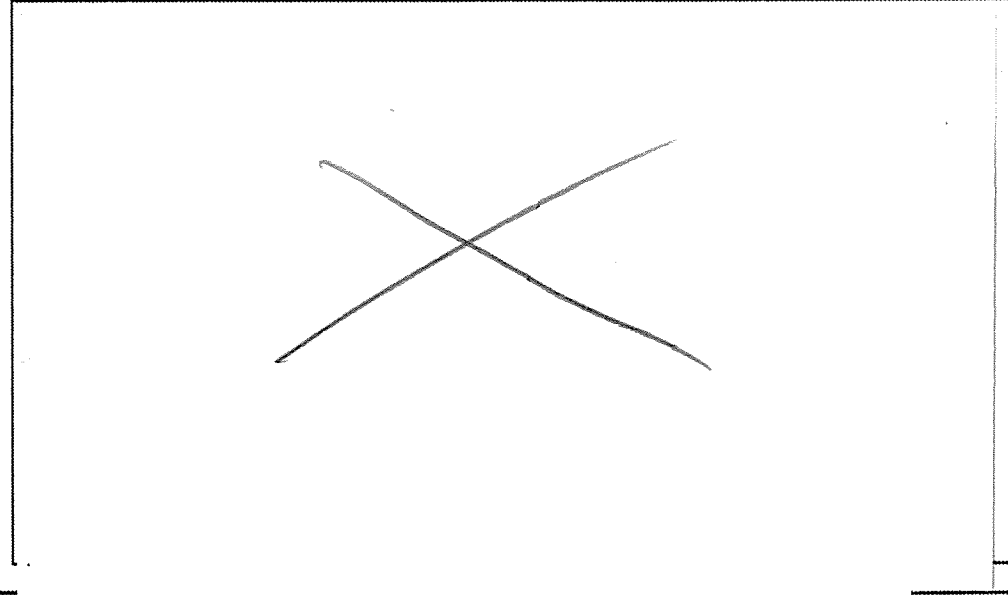
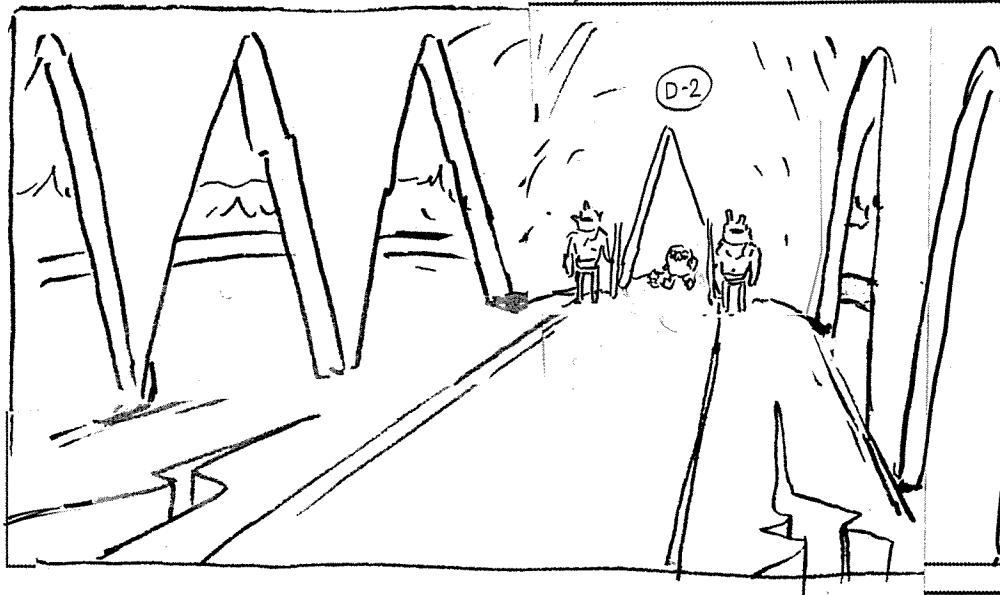
day night

Sc.

Pnl. B

Bg.

day night



DI

SFX: * FSHHH *

ELEVATOR DOORS OPEN

Timing:

(D-1)

(D-2)

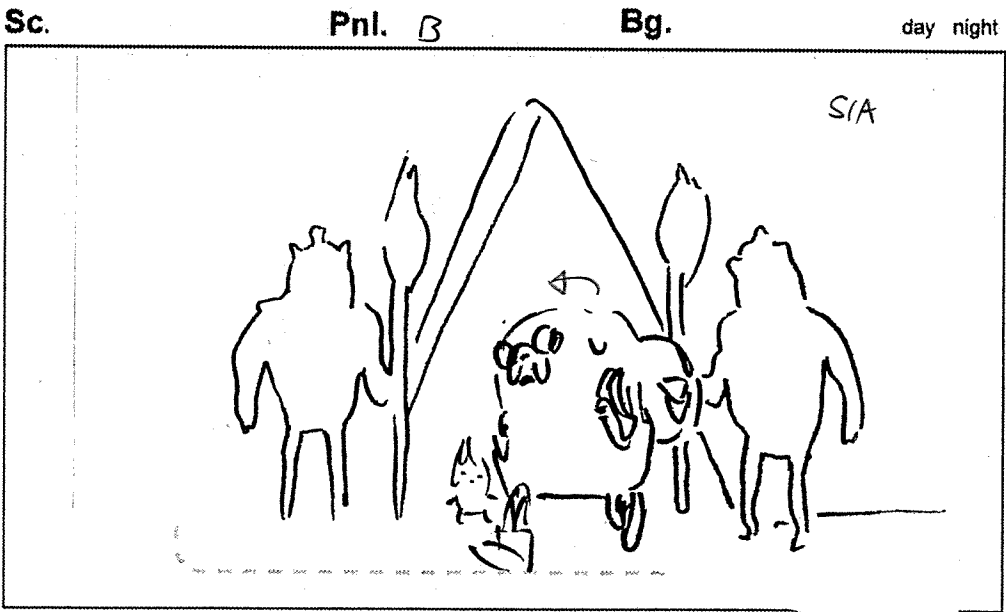
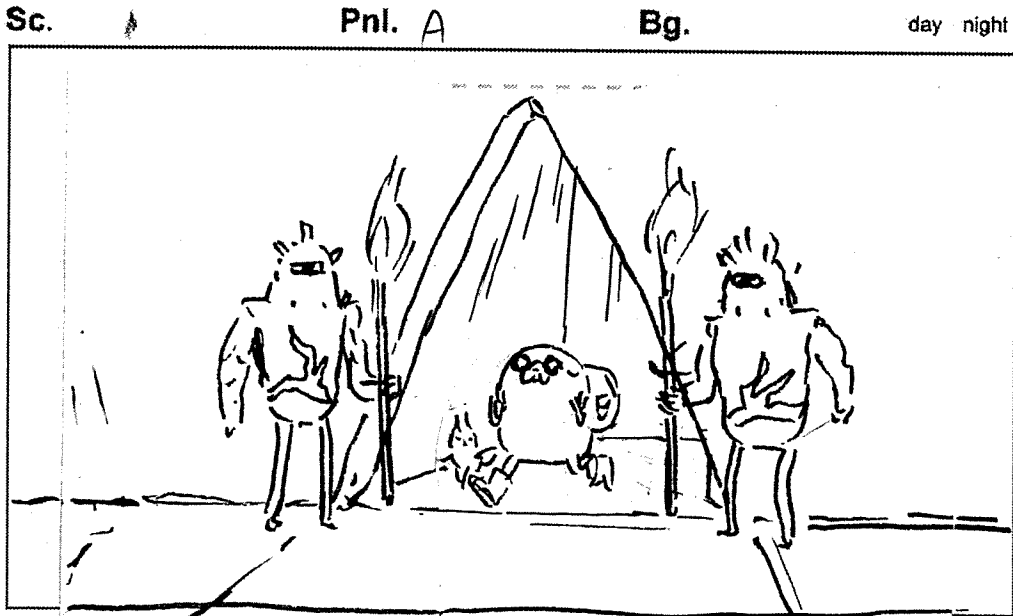
EPISODE #
100874

Production :

ADVENTURE TIME



Page 75



Dial

- JAKE & FLAMBO WALK OUT OF ELEVATOR INTO THRONE ROOM.
- FLAME GUARDS STAND NEAR DOORWAY.

JAKE LOOKS TO THE LEFT.

Timing:

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EPISODE # 100874

Production :

ADVENTURE TIME



Page 76

Sc.	Pnl. <u>C</u>	Bg.	day night	Sc.	Pnl. <u>D</u>	Bg.	day night
			S/A				S/A

Dialog:	
Action:	<div>JAKE LOOKS TO THE RIGHT.</div> <div>JAKE LOOKS UP</div>
Timing:	

EPISODE # **100874**

Production :

ADVENTURE TIME

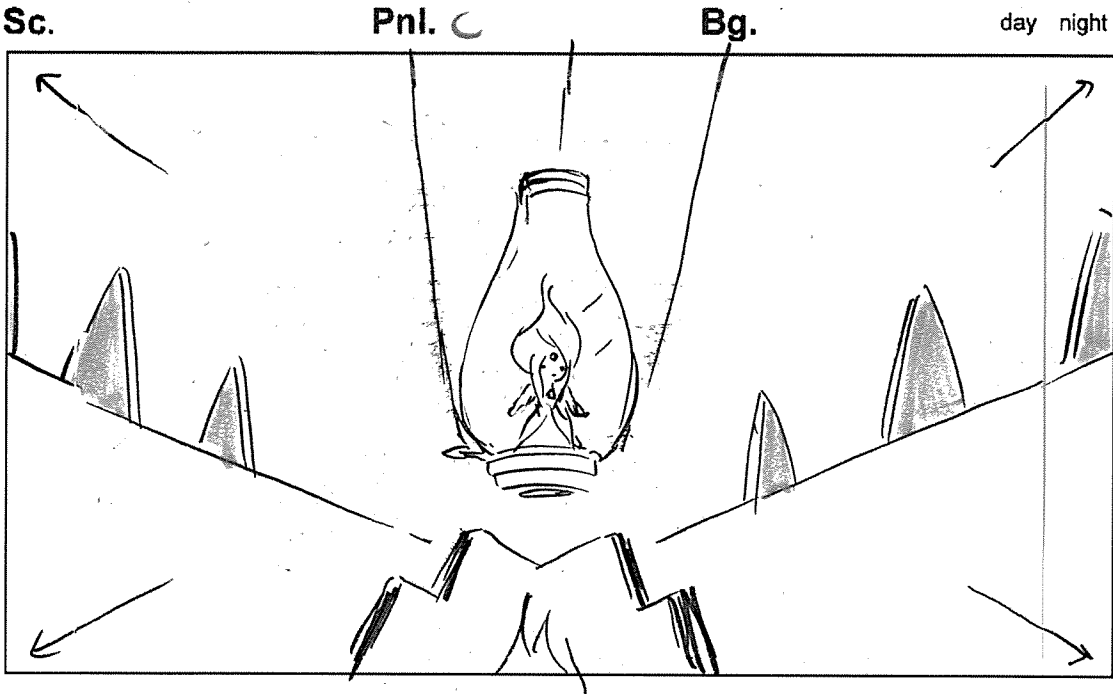


Sc.	Pnl. A	Bg.	day	night	Sc.	Pnl. B	Bg.	day	night

Dialog:		
Action:	FP SHINING - BECOMES AWARE OF SOMETHING	TURNS TO LOOK TOWARD J
Timing:		

100874
EPISODE #
Production :

ADVENTURE TIME

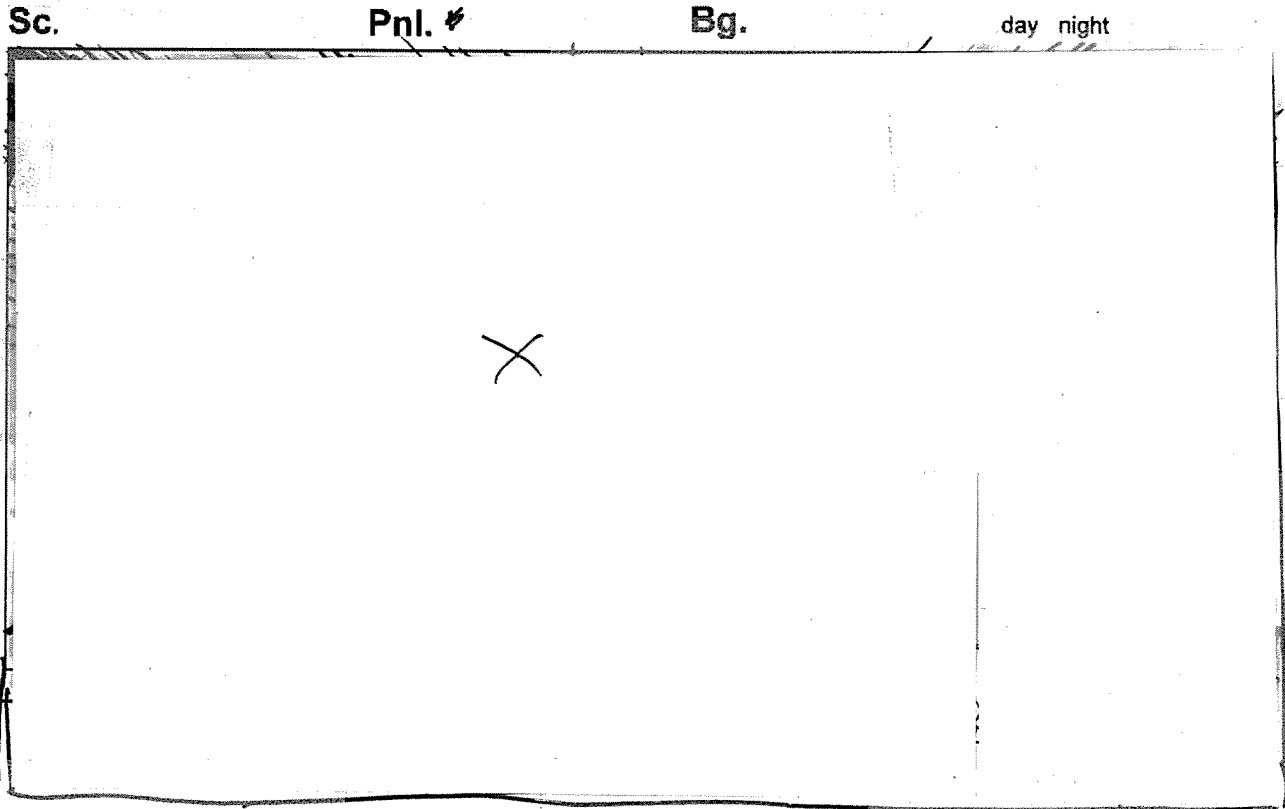


Dialog:

Action:

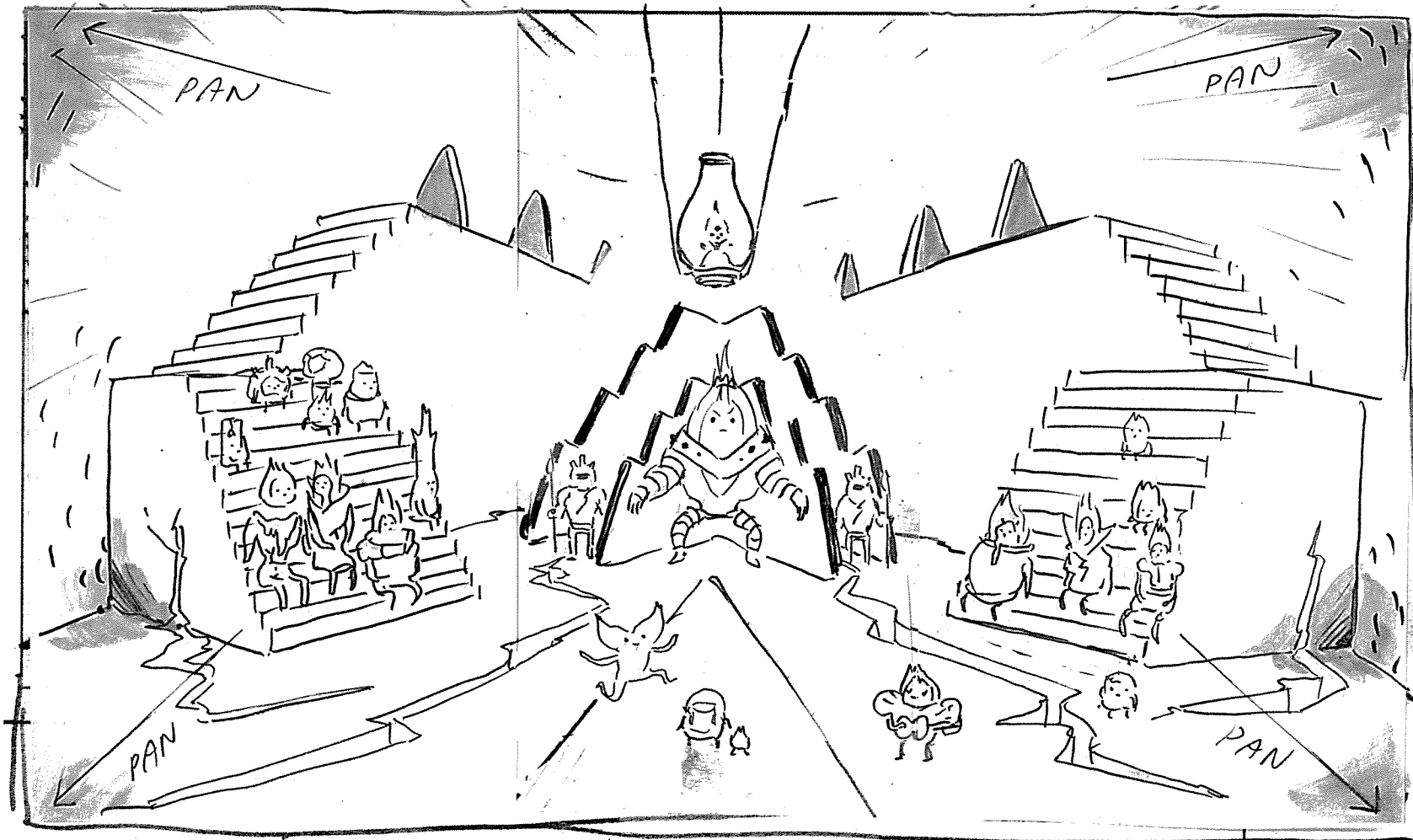
zoom WAY OUT TO REVEAL THE PRINCESS IN A GLASS LANTERN, ~~AND~~ STRUNG UP ABOVE A MAGNIFICENT
FIRE THRONE ROOM W/ LAVA CRACKS + TEXTURED ROCK.
(FP'S LIGHT IS THE BRIGHTEST.) FIRE CITIZENS SIT ON STAIR/BLEACHERS.
A JESTER CAVORTS IN FRONT OF THE KING.
J + Flambo ARE DWARFED BY THE SPECTACLE

Timing:



PAL. D

page 79



100874

- FIRE THRONE ROOM -

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ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:

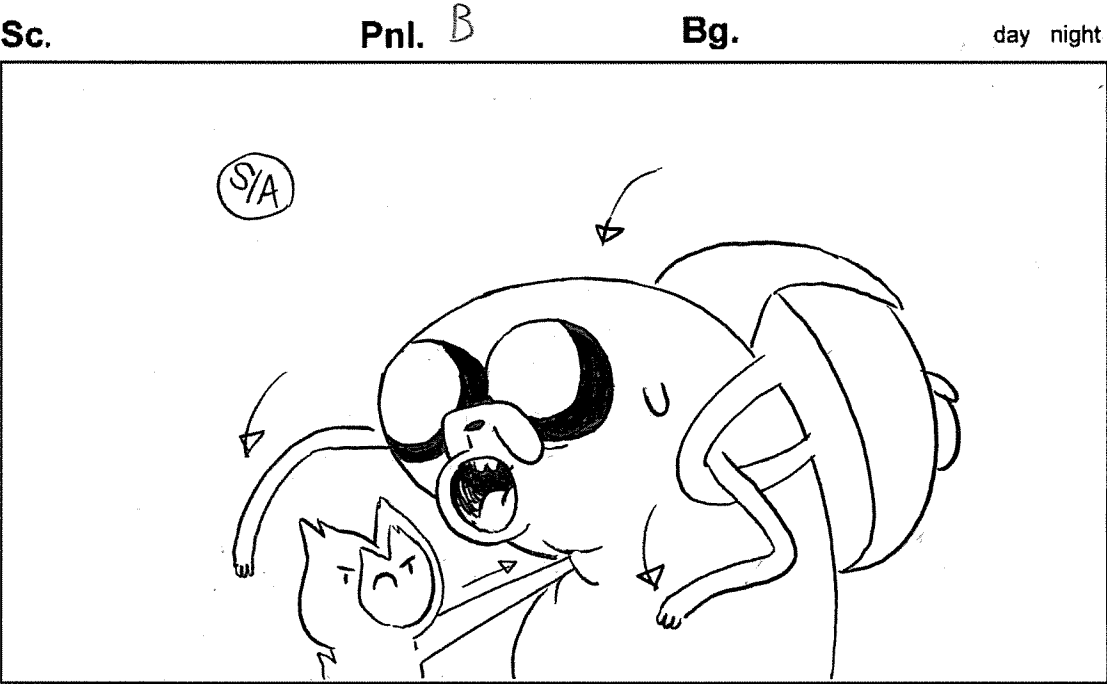
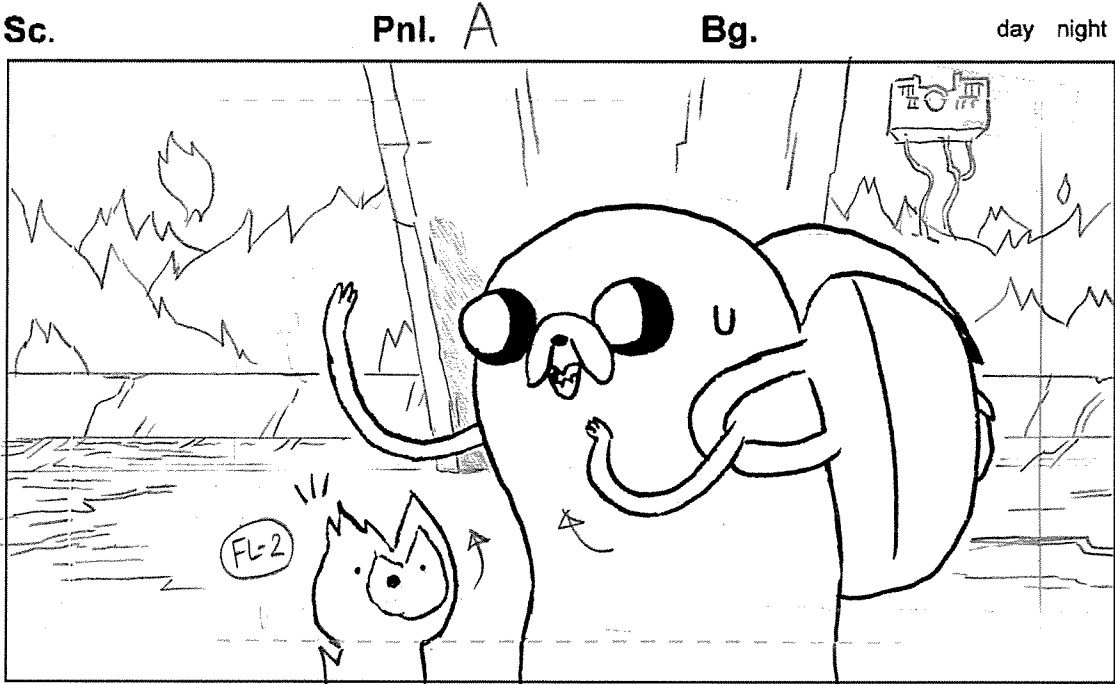
Action:

Timing:

EPISODE # 100874

Production :

ADVENTURE TIME



Dialog:

J: I'M JAKE. JAKE THE DO-- (FL-2)

J: *P'OOAH!

SFX: *SOCK!*

Action:

FLAMBO IS ALARMED

FLAMBO SOCKS JAKE IN THE GUT.

JAKE DOUBLES OVER.

Timing:

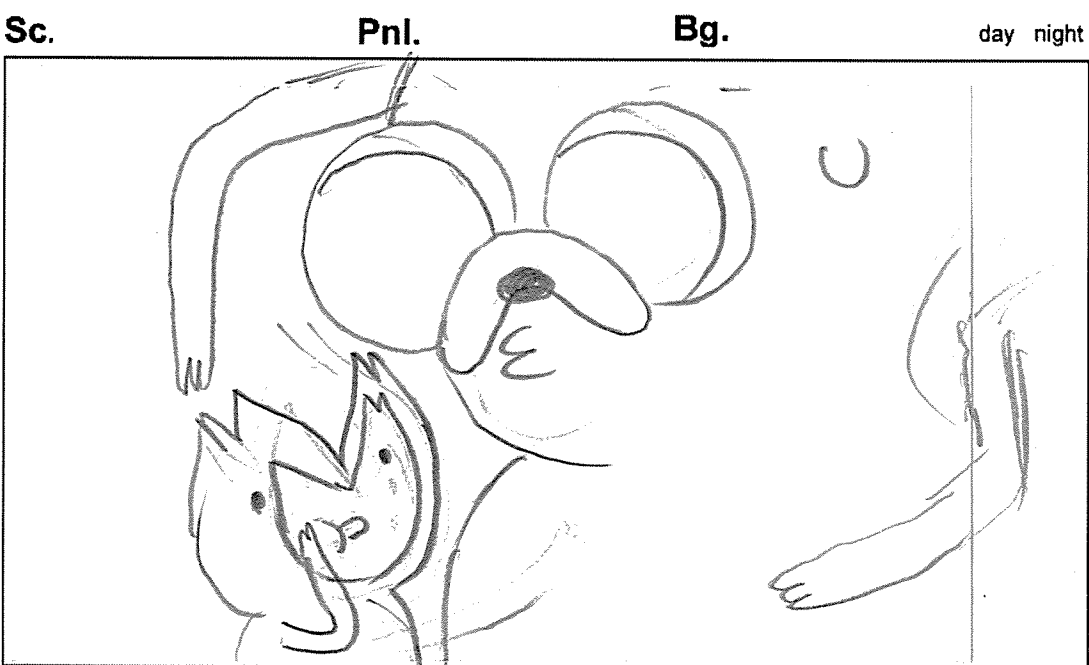
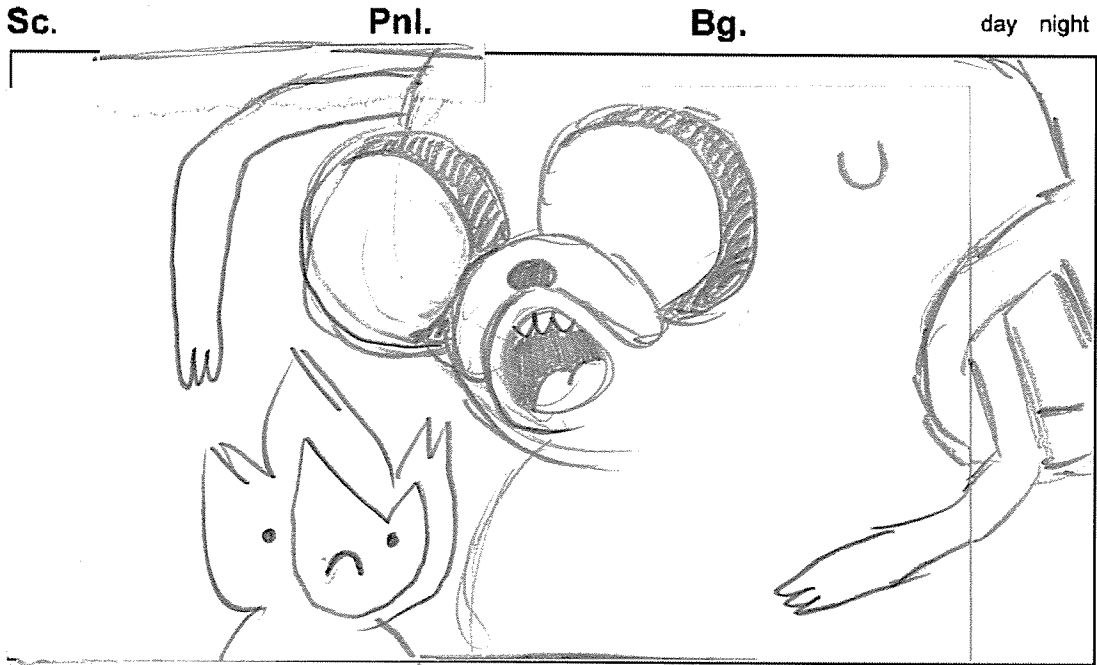
FL-1

arm retracts like flame

EPISODE # 100874

Production :

ADVENTURE TIME



Dialog:

(F:) Dude you gotta pretend like
you're of royal blood.

Action:

Timing:


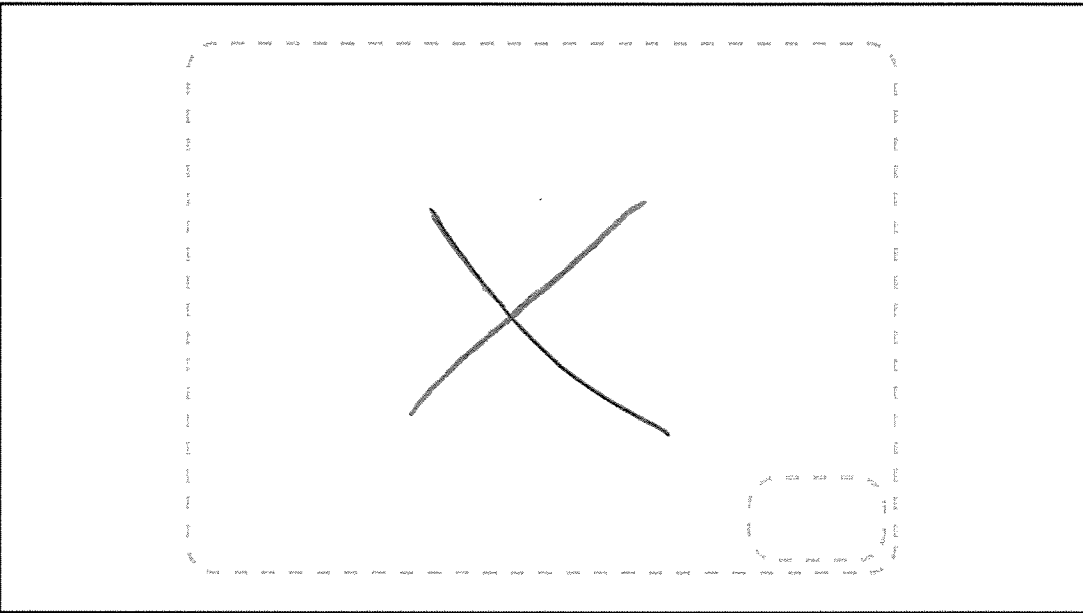
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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
									

Dialog:	(FL) cuz he'll only let a royal screwball get with his daughter.
Action:	Take eyes look up at king.
Timing:	

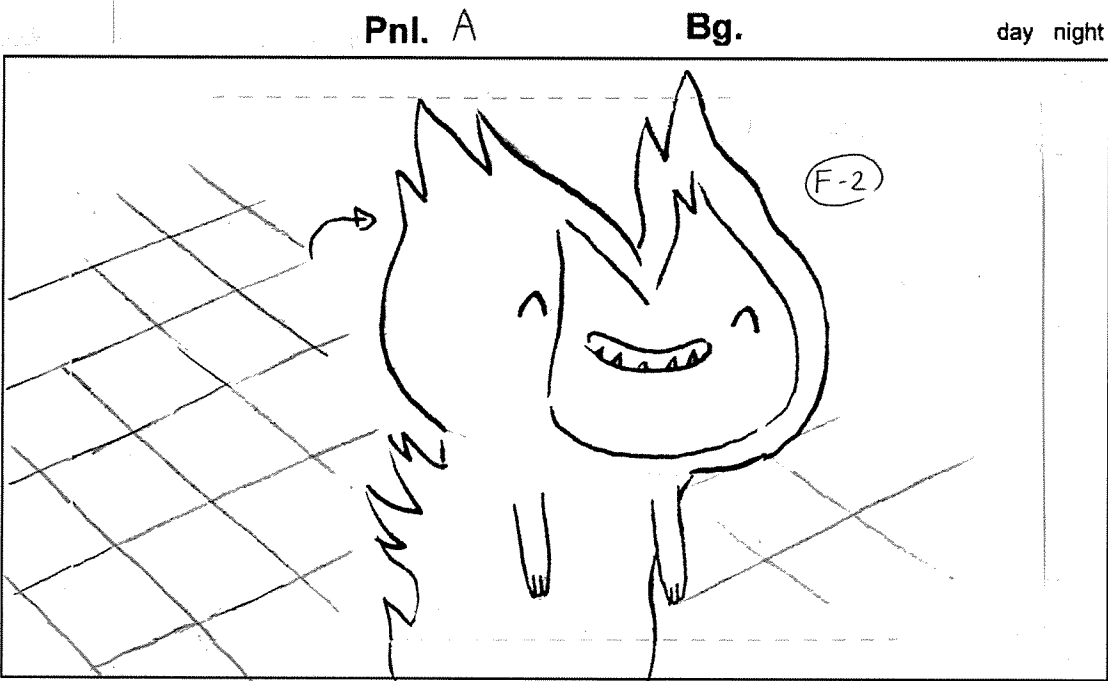
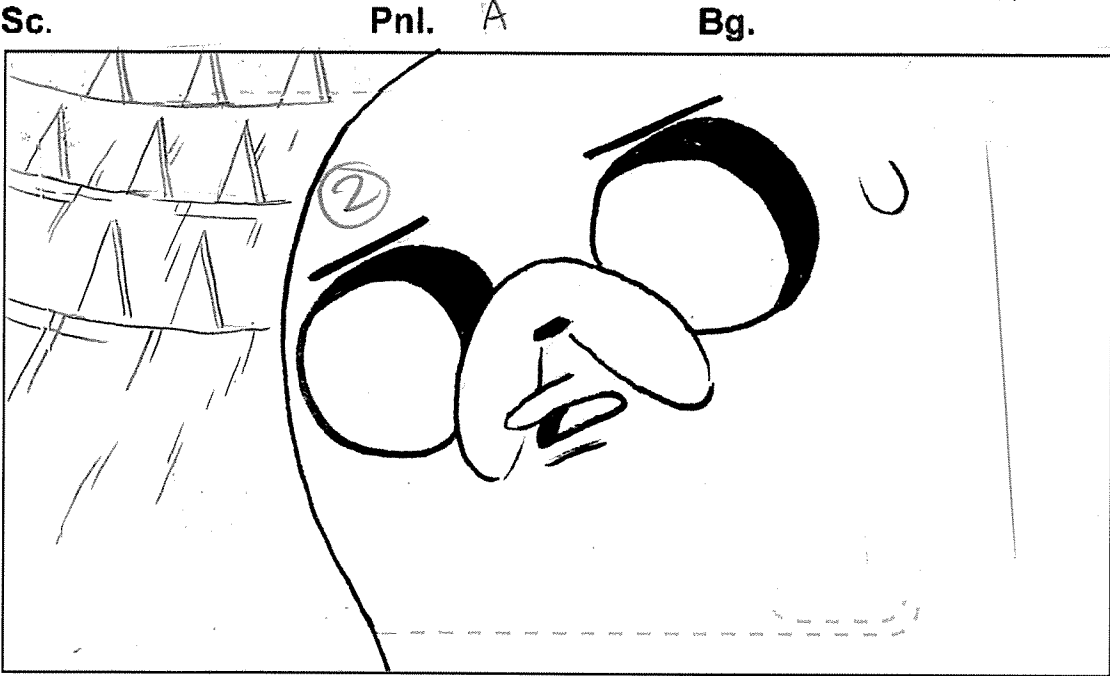
100874

EPISODE #

Production :

ADVENTURE TIME

86
SP.

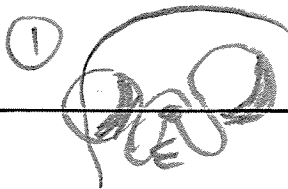


Dialog:

J: COULDA' TOLD ME THIS SOONER

FL: HEH. YEEEAH.

Action:

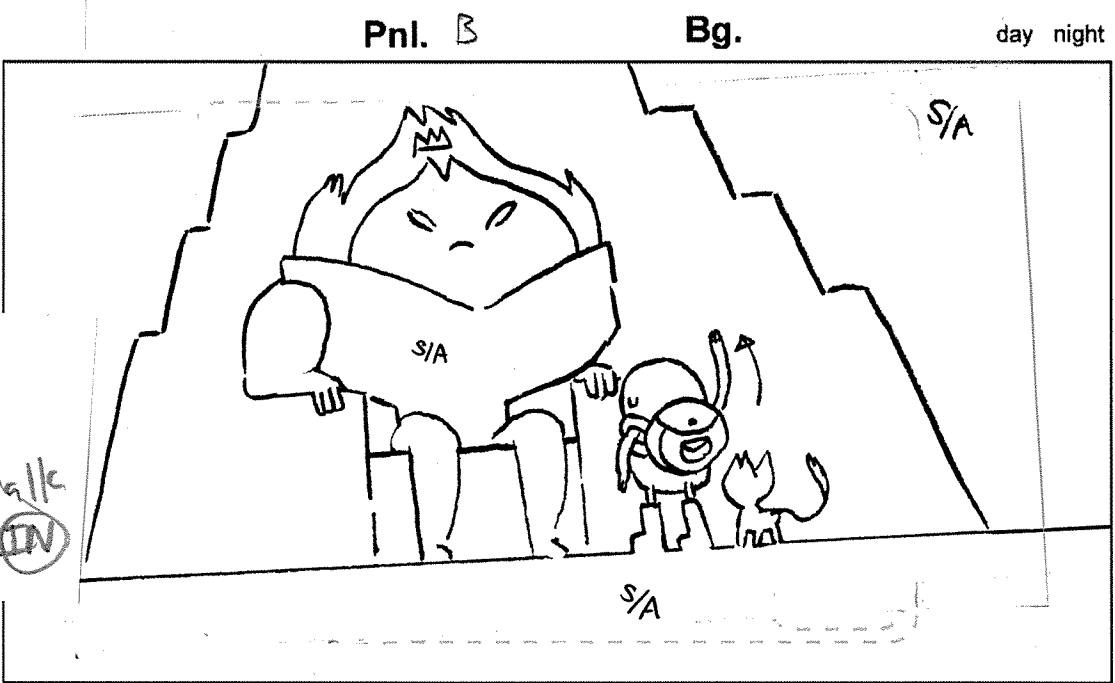
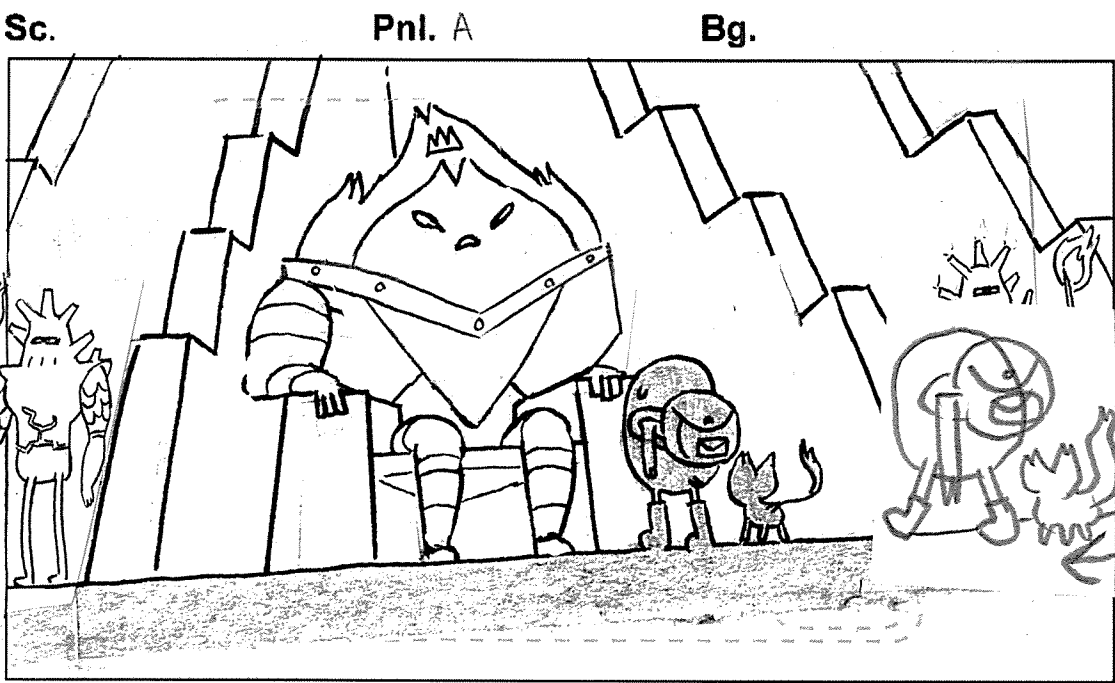
①  eyes look down

 F-1

Timing:

ADVENTURE TIME

S.P.



Dialog:

J: good morrow, majesty!

Action:

Jake + Flambo walk in

Timing:

EPISODE # 100874
Production :

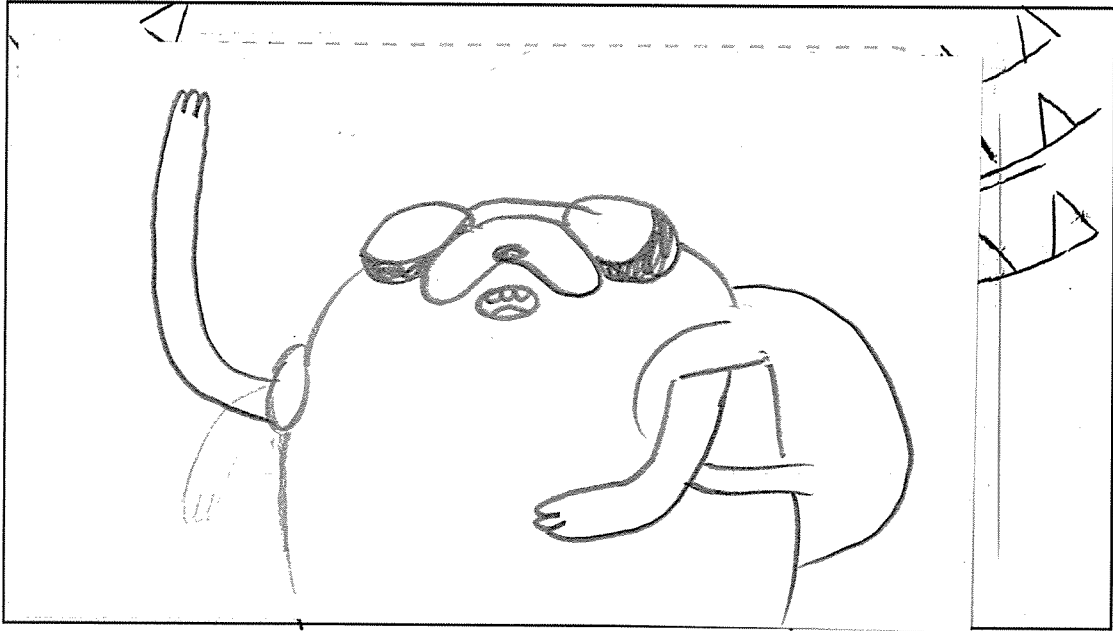
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ADVENTURE TIME

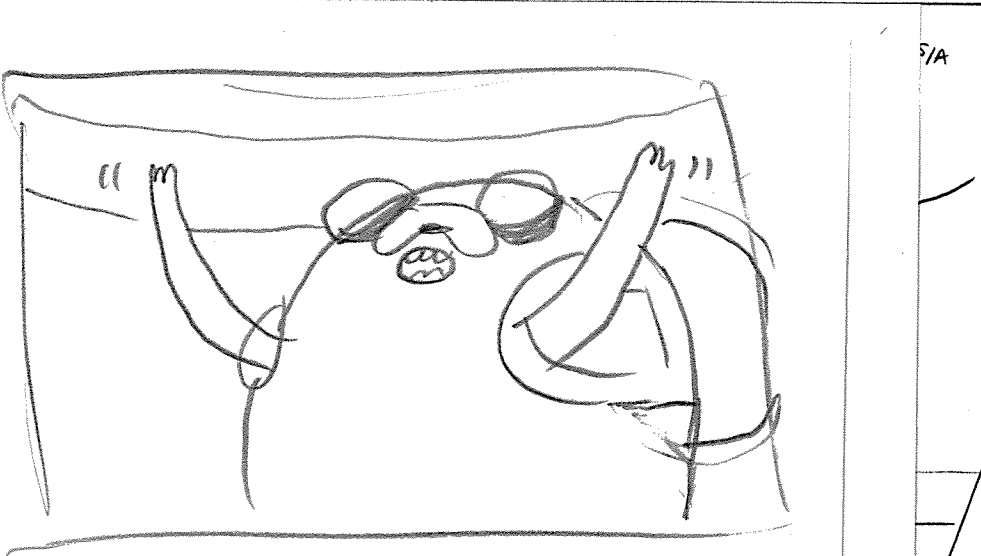


Sc. Pnl. A Bg. day night



Dialog:
(J.) I AM ^{SIR} JAKE
Action:
Timing:

Sc. Pnl. B Bg. day night



(J.) Baron of the Grasslands.
Jake shakes arms.

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ADVENTURE TIME



Sc. Pnl. C Bg. day night

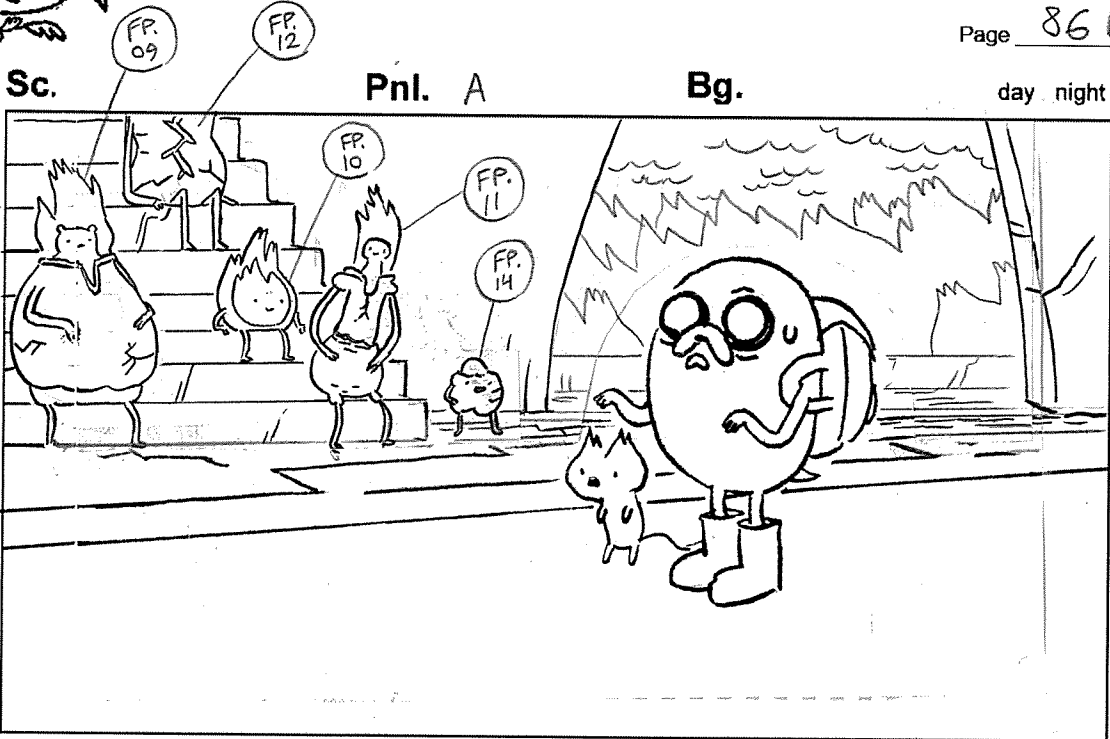
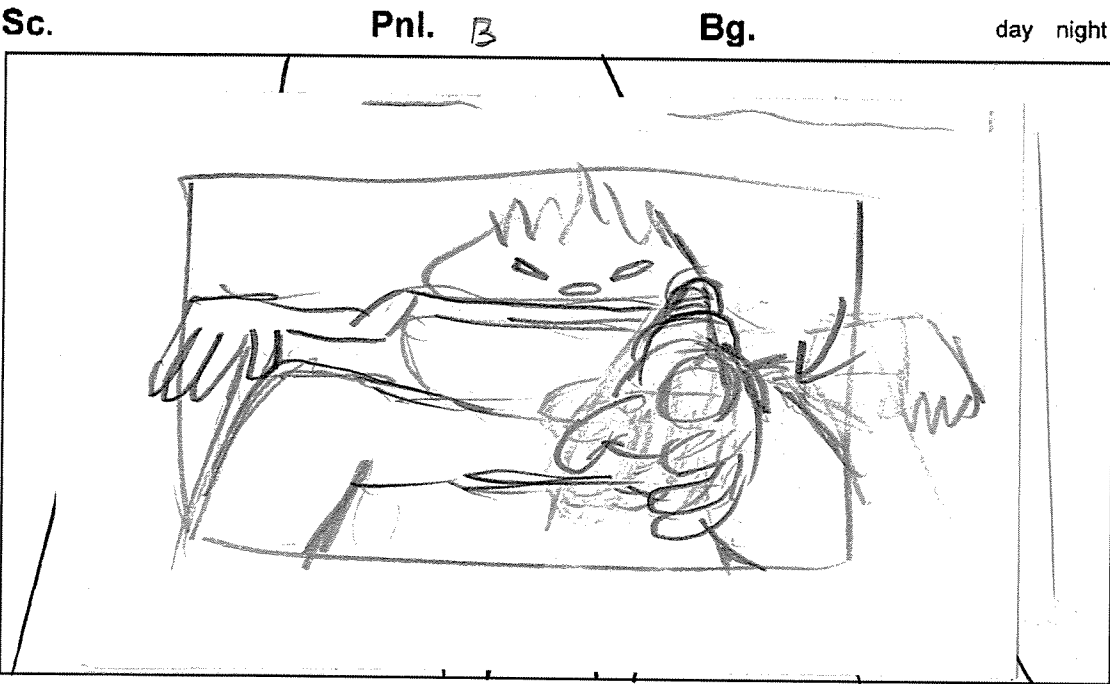
Sc. Pnl. A Bg. day night

Dialog	FK: (CRYPTIC) HMM, WHAT IS IT YOU SEEK
Action	
Timing	

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ADVENTURE TIME

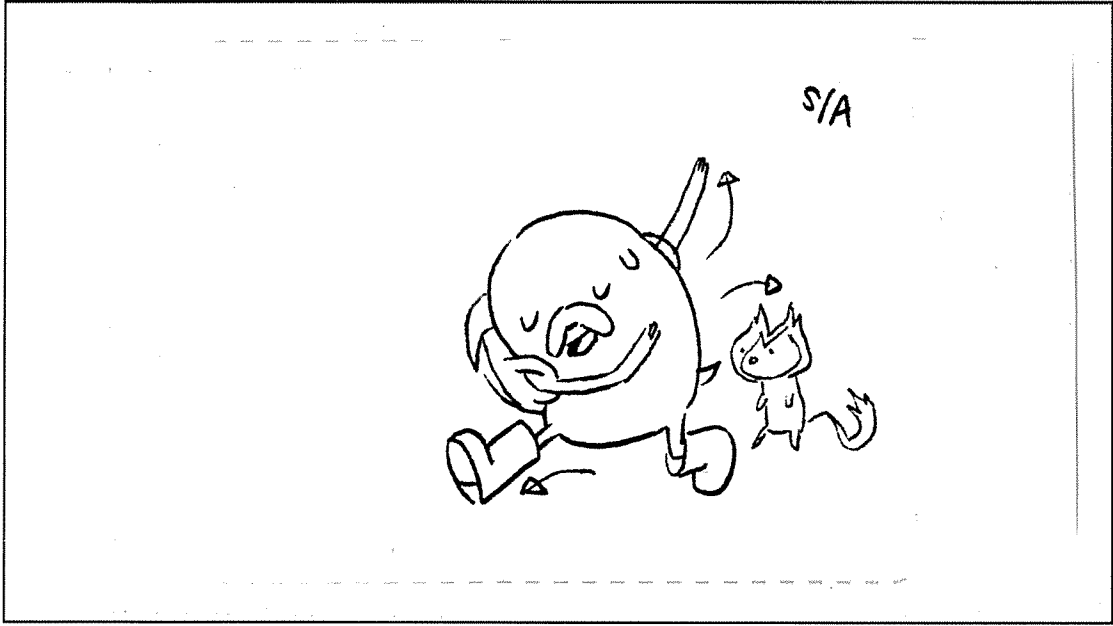
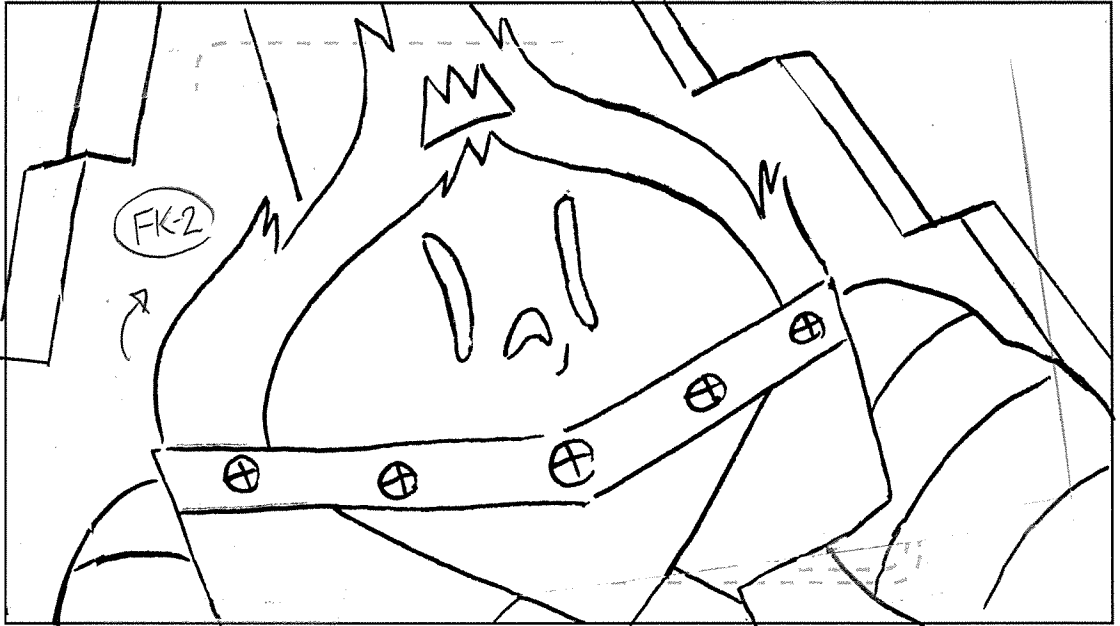


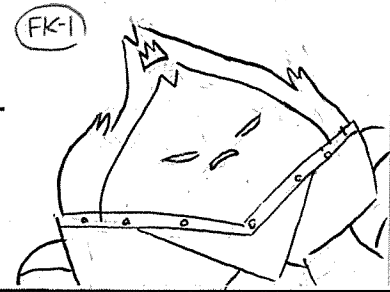
Dialog:	FK: (BOOMING) SPEAK.	↓: UH-UH ..
Action:		
Timing:		

100874
EPISODE #
Production :

ADVENTURE TIME

POSES
↓

Sc.	Pnl. B	Bg.	Pnl.	Bg.	day night
					

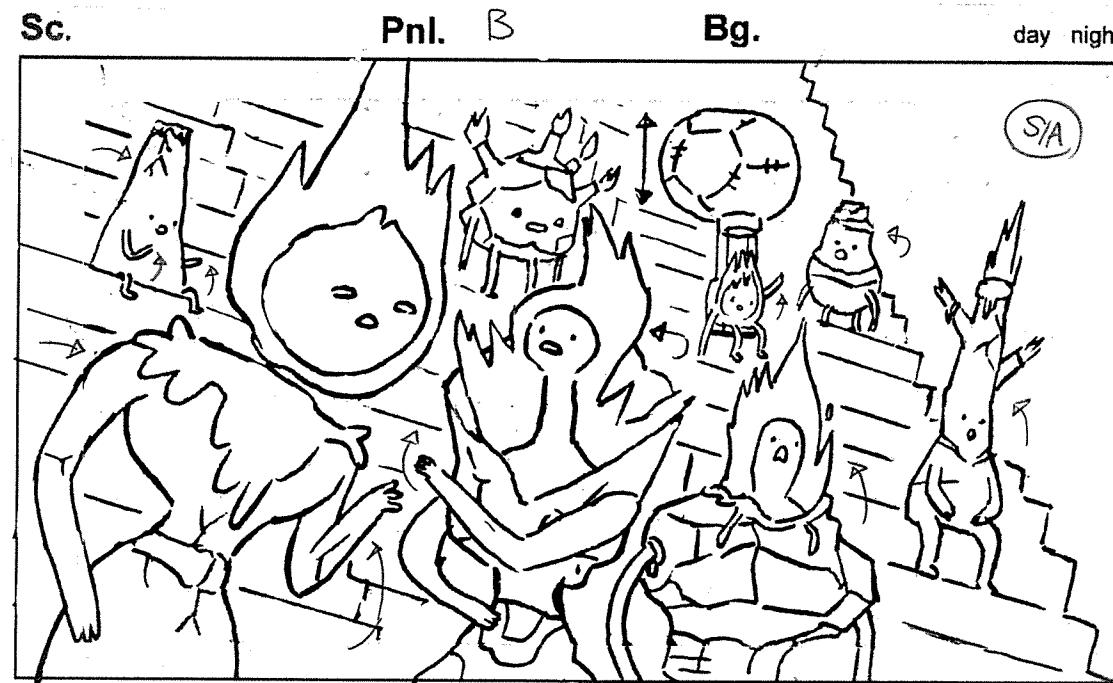
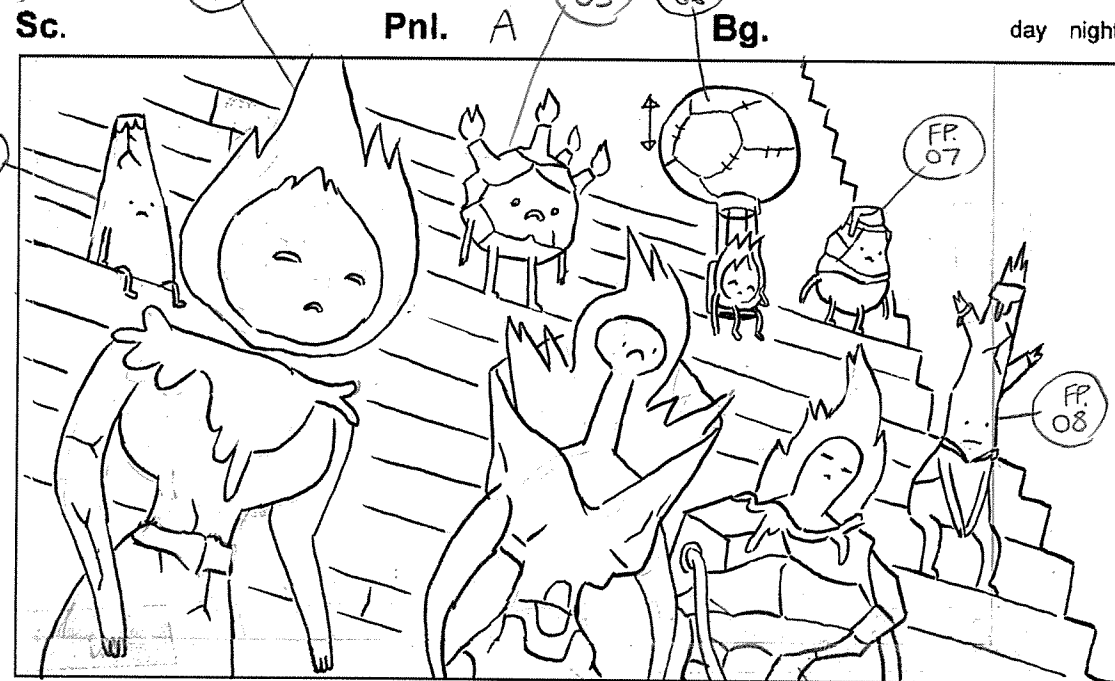
<p>Dialog:</p> <p><u>J</u>: I COME AS AN ENVOY OFF MY GOOD FRIEND, PRINCE FINN.</p> <p><u>FK</u>: A PRINCE ?</p>	
<p>Action:</p> <p>JAKE BOWS</p>	
<p>Timing:</p>	
	

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ADVENTURE TIME



Page 88



Dialog:

FP 02

FP 03

CROWD : [EXCITED WALLA]
· A PRINCE ?
· A PRINCE !
· PRINCEPRINCEPRINCE

Action:

Timing:

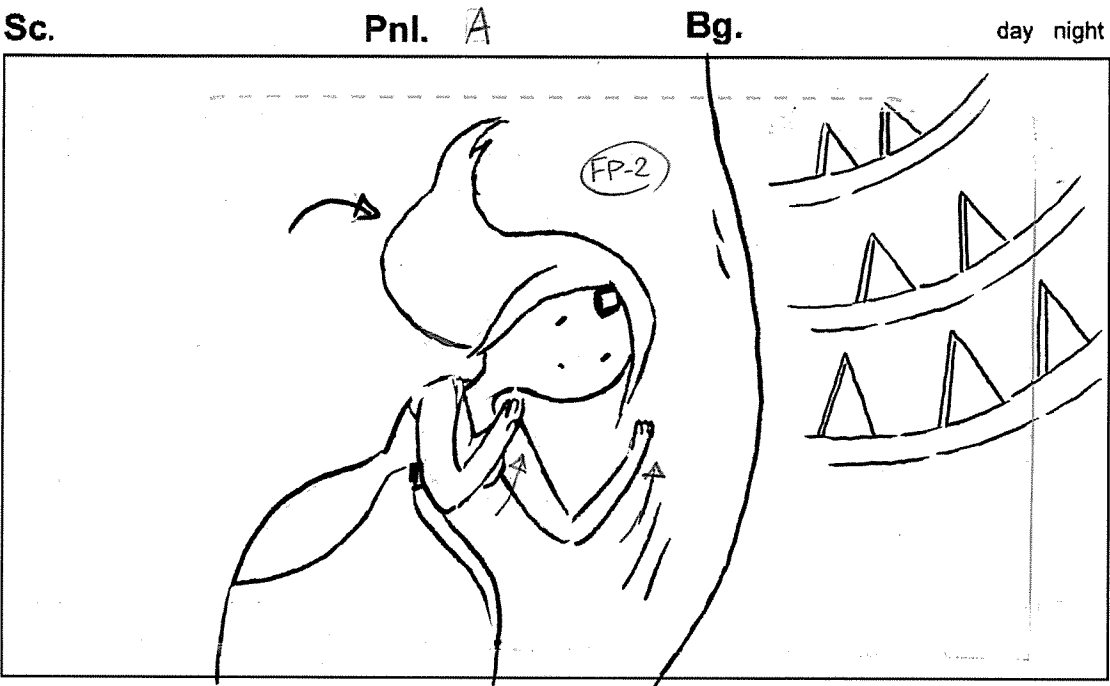
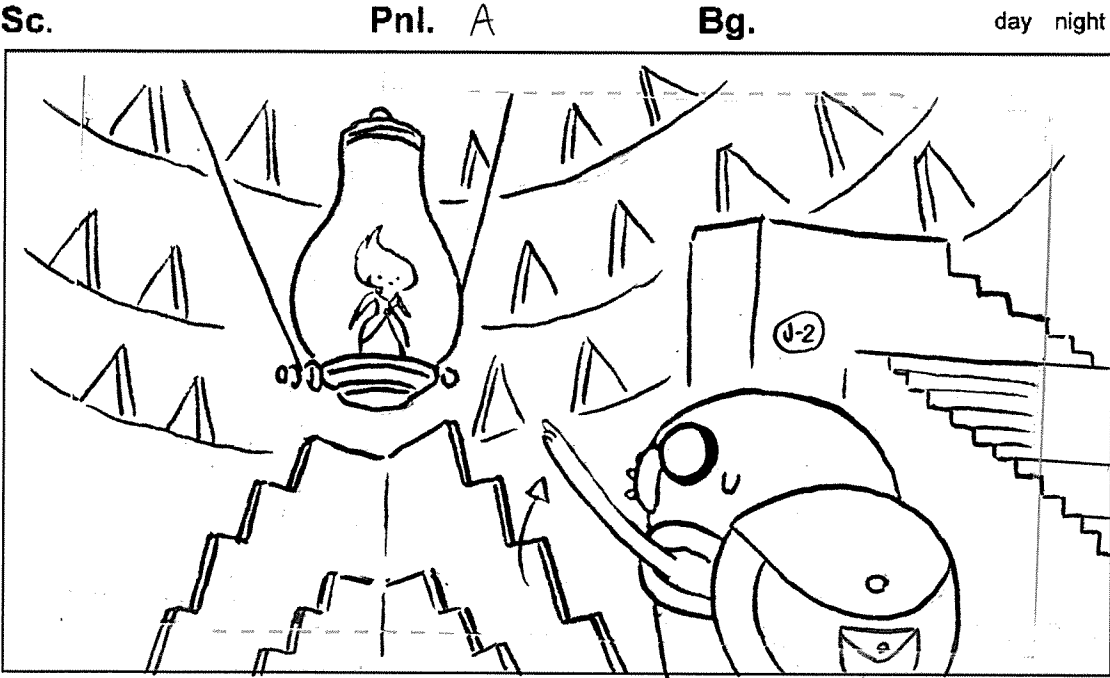
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ADVENTURE TIME



Dialog:

J: ^(J-1) YEAH, AND HE'S THE SAME AGE
AS ^(J-2) YOUR DAUGHTER

FP: ^(FP-2) HMM?

Action: JAKE POINTS AT LANTERN.

FP: FLAME PRINCESS LEANS AGAINST GLASS

Timing:

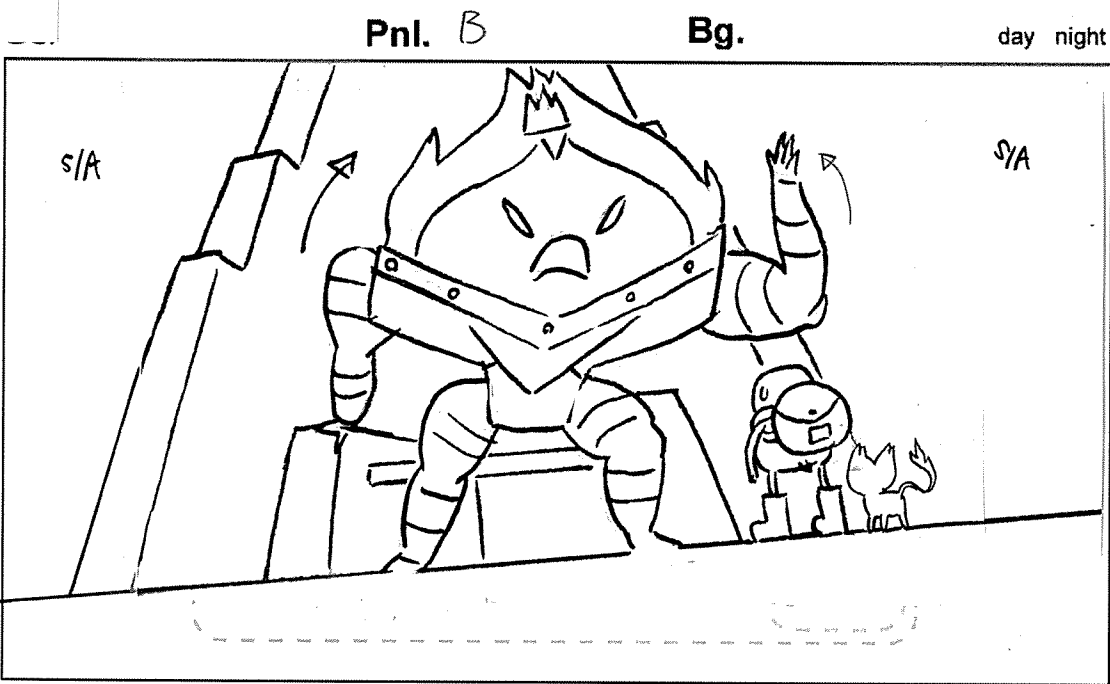
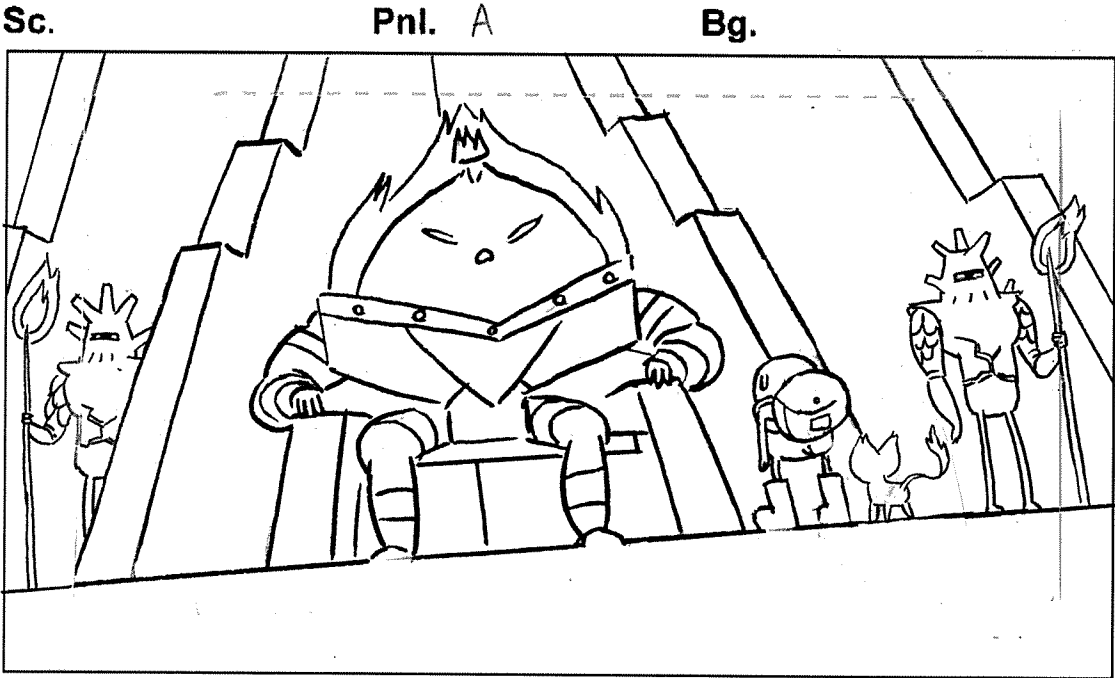
EPISODE # 100874

Production :

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ADVENTURE TIME

POSES
↓

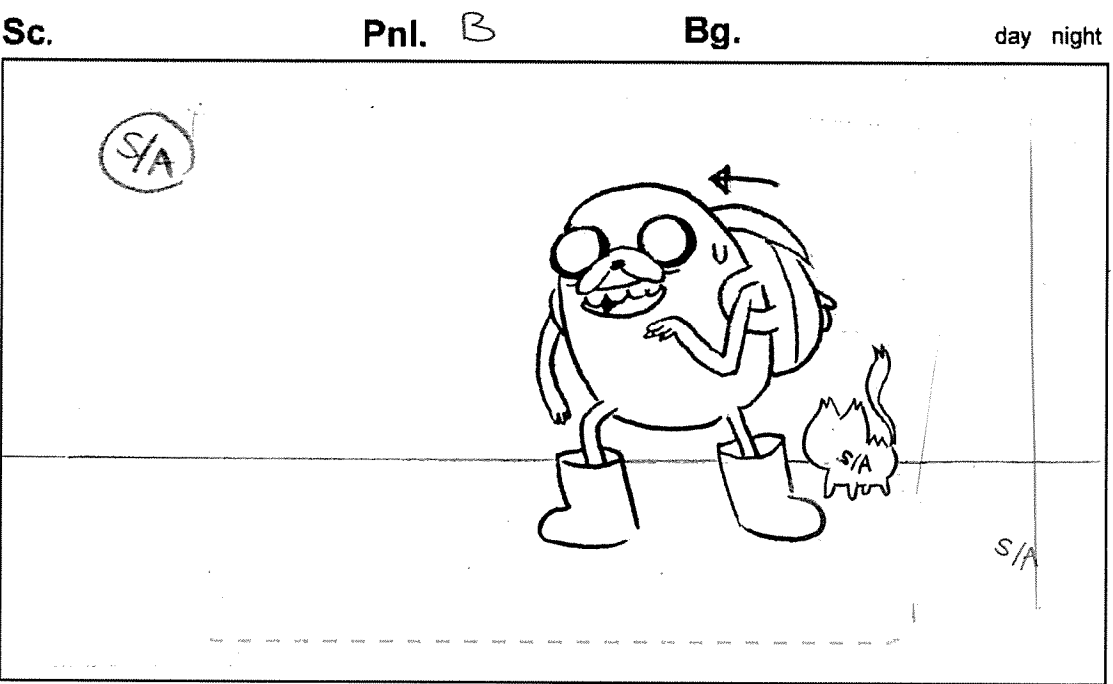
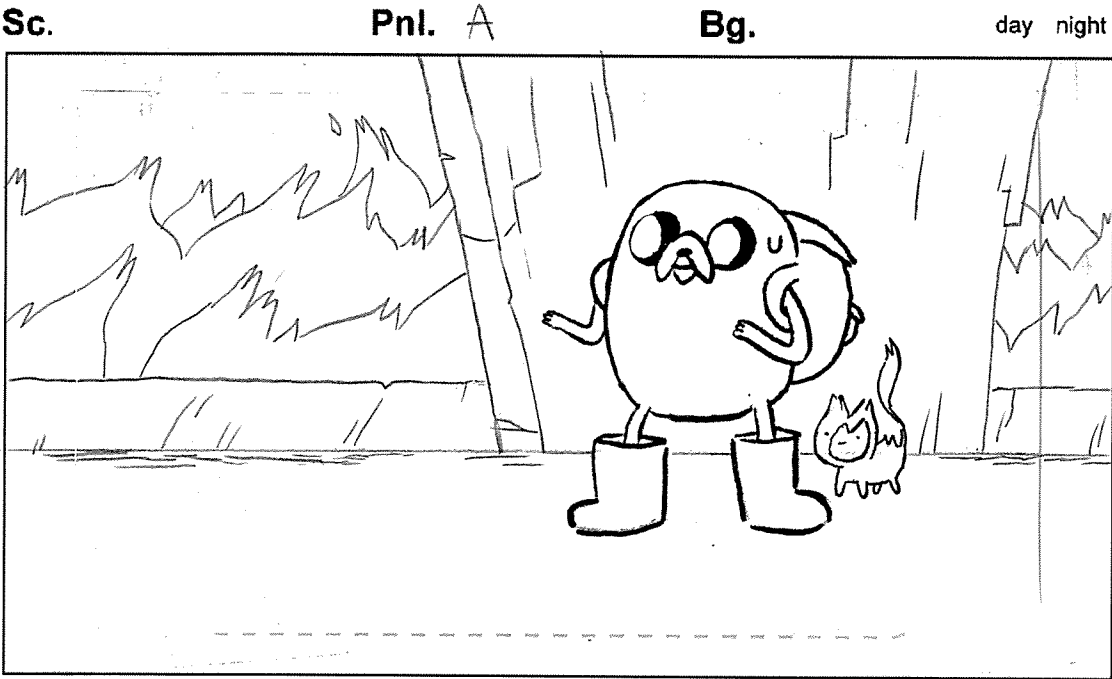


Dialog:	FK: BOLD WORDS ... BUT KNOW YOU THAT MY DAUGHTER IS A RARE JEWEL ...	FK: SHE <u>CANNOT</u> BE WOODED BY JUST <u>ANY</u> RAGAMUFFIN PRINCE
Action:		• FLAME KING RISES FROM THE THRONE.
Timing:		

EPISODE # 100874
Production :

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ADVENTURE TIME



Dialog:

↓: PRINCE FINN IS ...

Action:

Timing:

↓: AWESOME

100874

EPISODE #

Production :

ADVENTURE TIME

Sc.

Pnl.

A

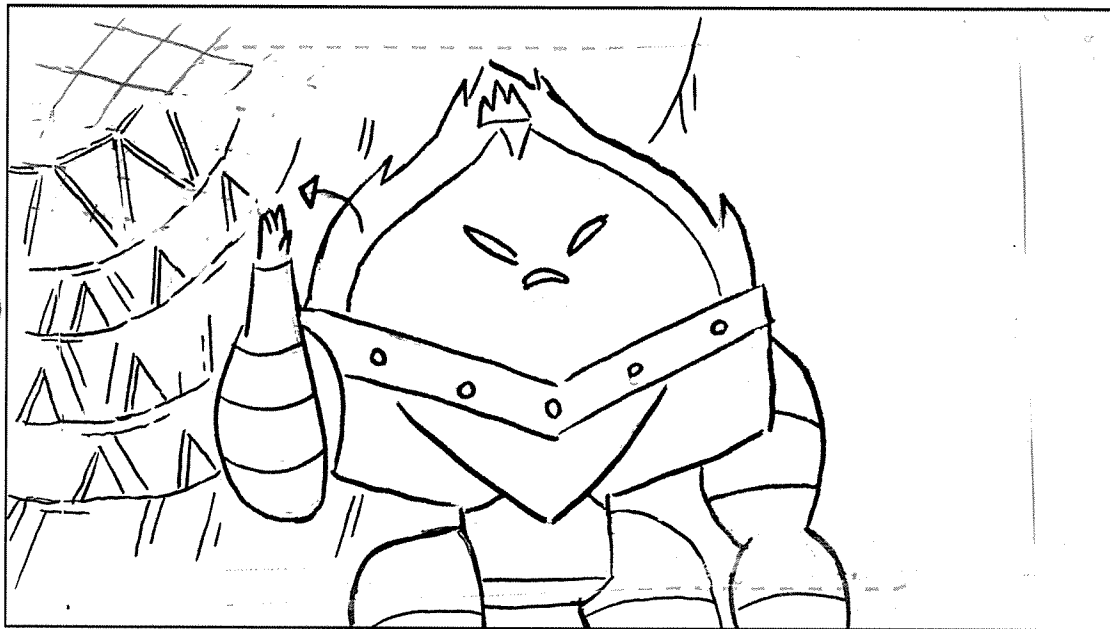
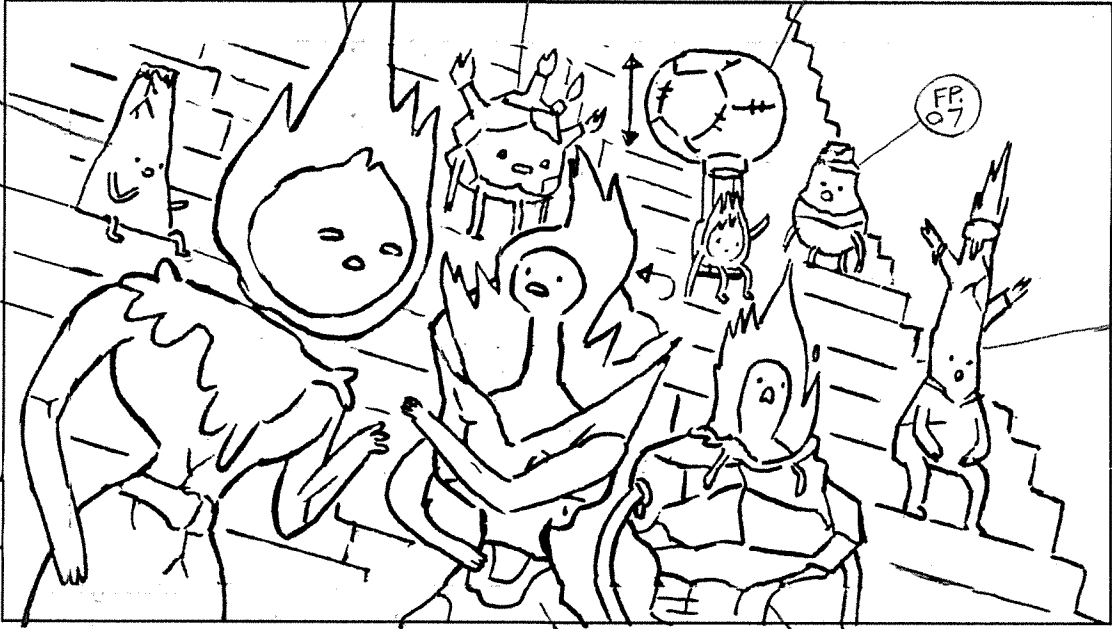
Bg.

SP.

Pnl. A

Bg.

day night



Dialog:

CROWD : [AMAZED WALLA]
 · AN AWESOME PRINCE!
 · THAT'S THE BEST KIND OF ...
 · WAIT, A PRINCE?

FK:

SILENCE, MY MOLTEN MAMAS.

Action:

· FLAME KING RAISES HIS HAND SOLEMNLY.

Timing:

100874

EPISODE #

Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

FK: WE ARE PERPLEXED ...

Action:

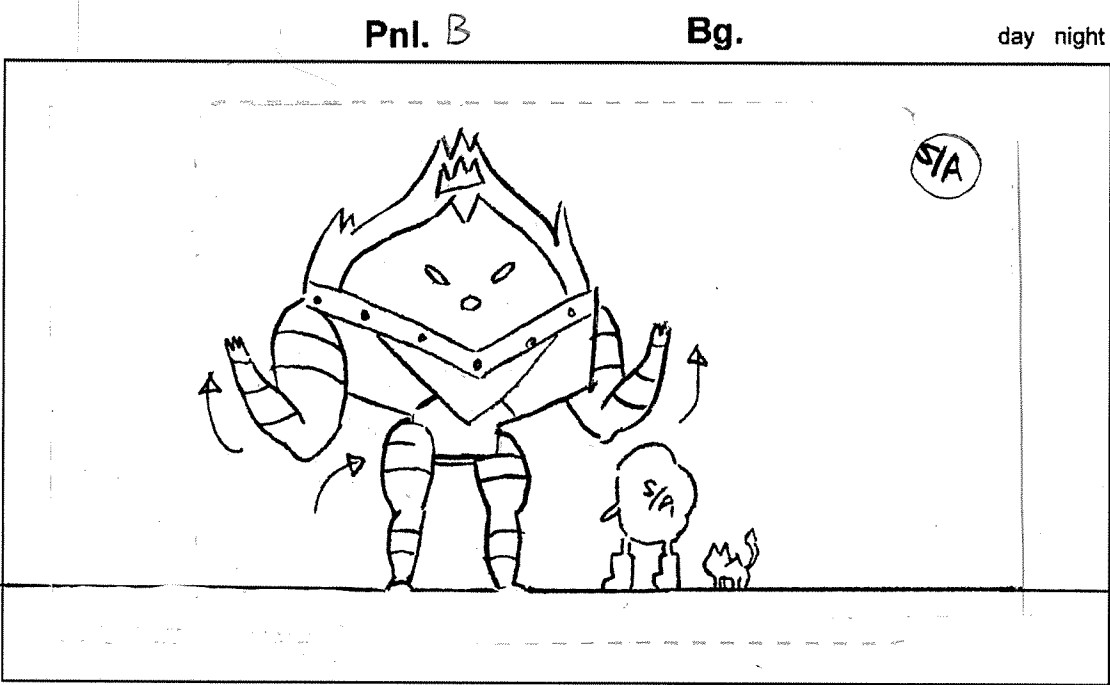
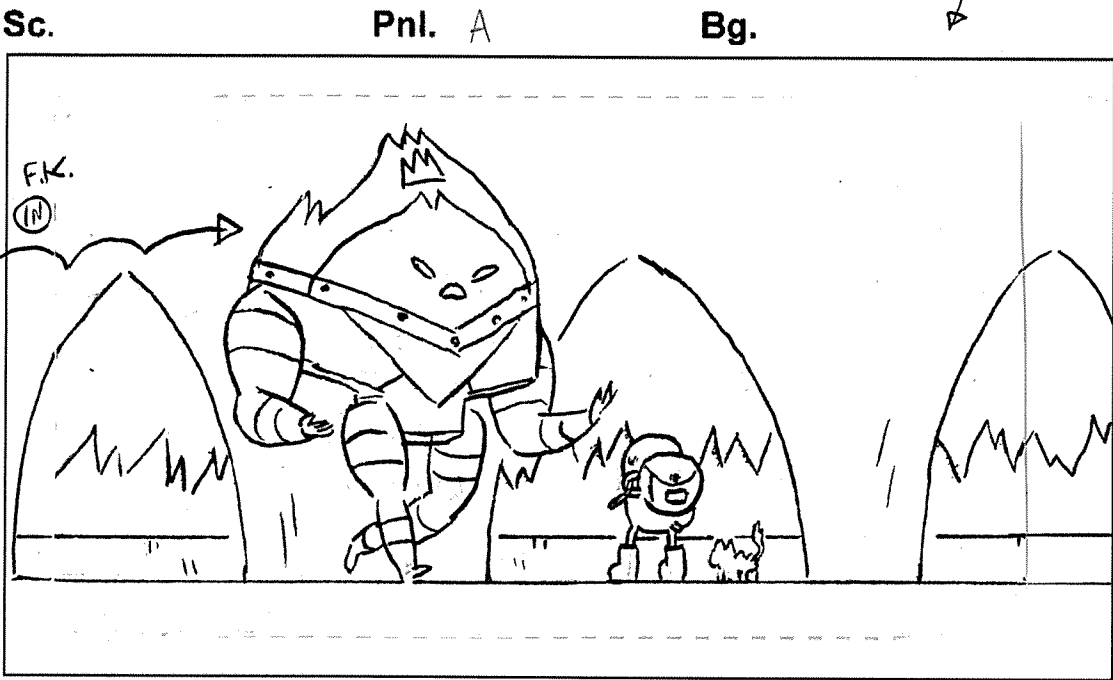
- FIRE KING FOLDS HIS ARMS BEHIND HIS BACK.
- FIRE KING STRIDES OFF/S

Timing:

100874
EPISODE #
Production :

ADVENTURE TIME

POSES



Dialog:

FK: IF YOU ARE A BARON TRUE ...

FK: WHERE IS YOUR GIFT? ...

SFX: * THOOM-THOOM-THOOM *

Action:

FLAME KING WALKS TOWARDS JAKE.

Timing:

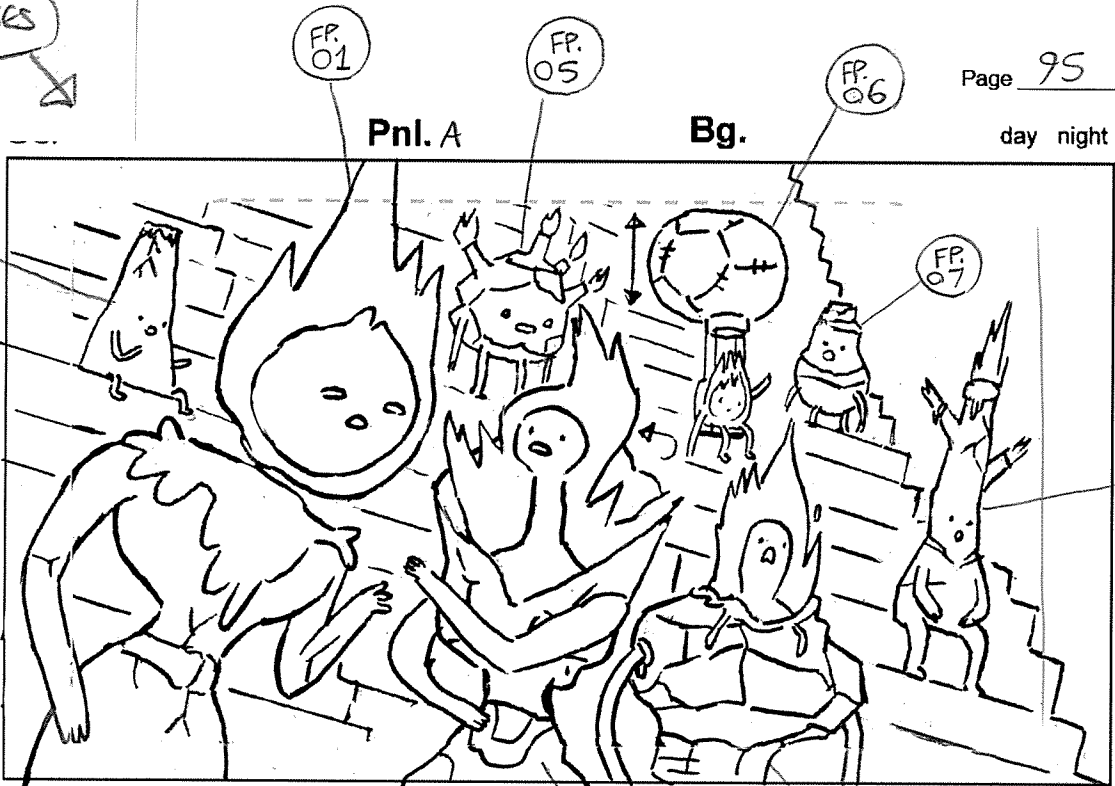
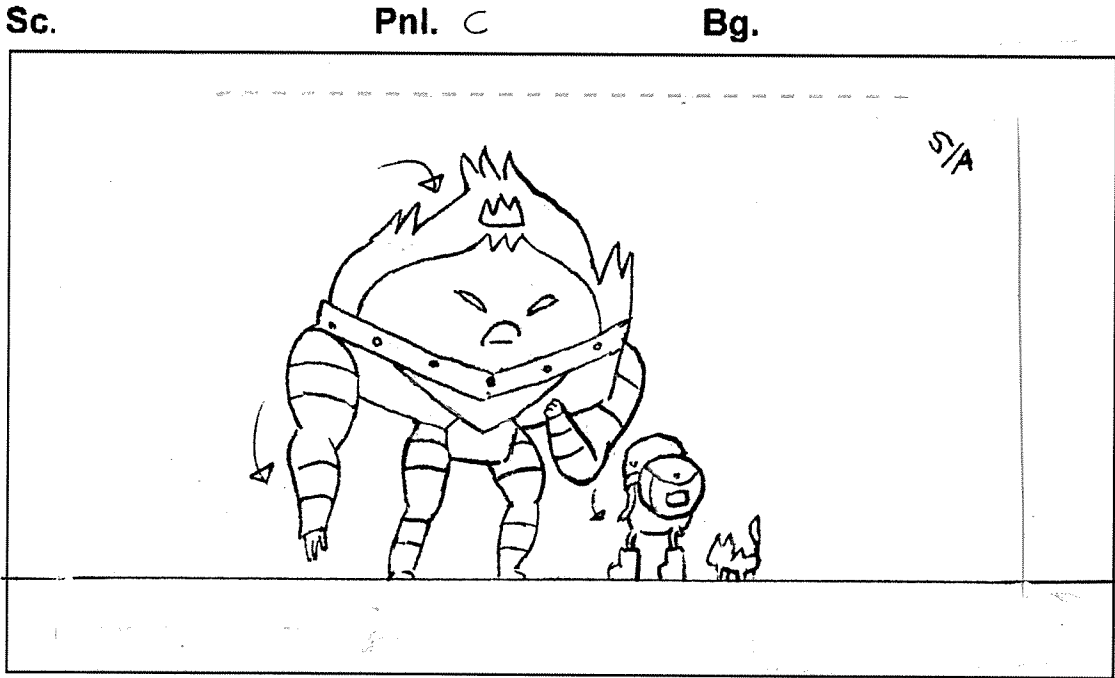
100874

EPISODE #


Production :



ADVENTURE TIME

Poses



Dialog:

FK:  **IS** COMMON PRACTICE AMONG VISITING DIGNITARIES

CROWD : [CONCERNED WALLA]  
• PRESENTS !
• YEAH, WHERE ARE THEY ...
• PRESENT THEM !!

Action:

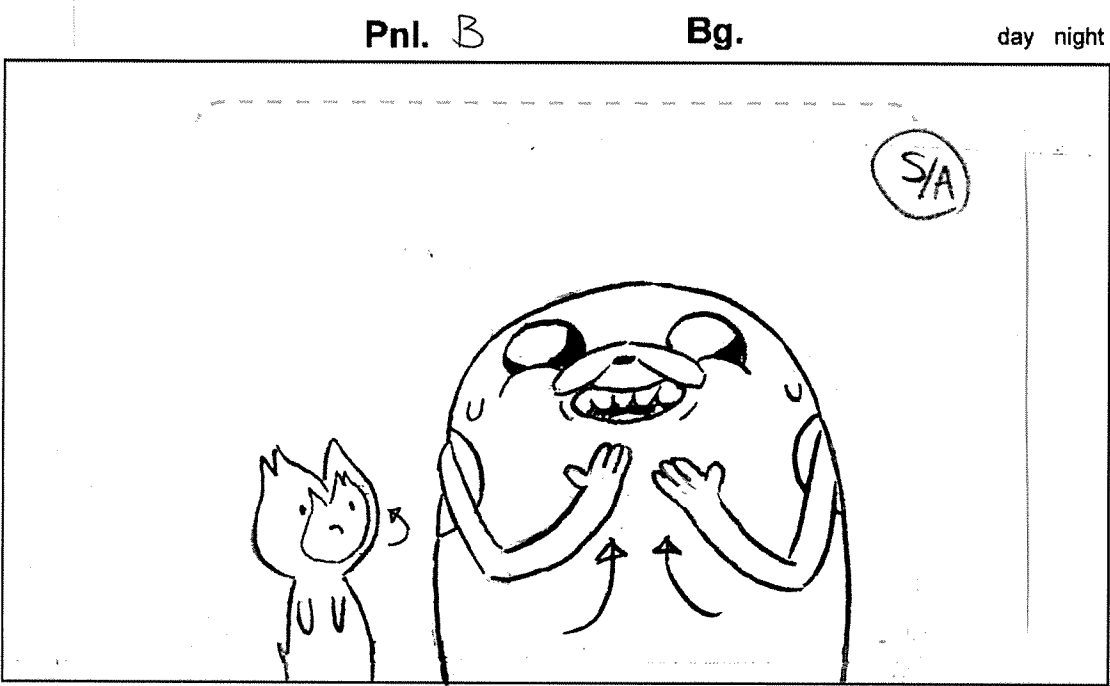
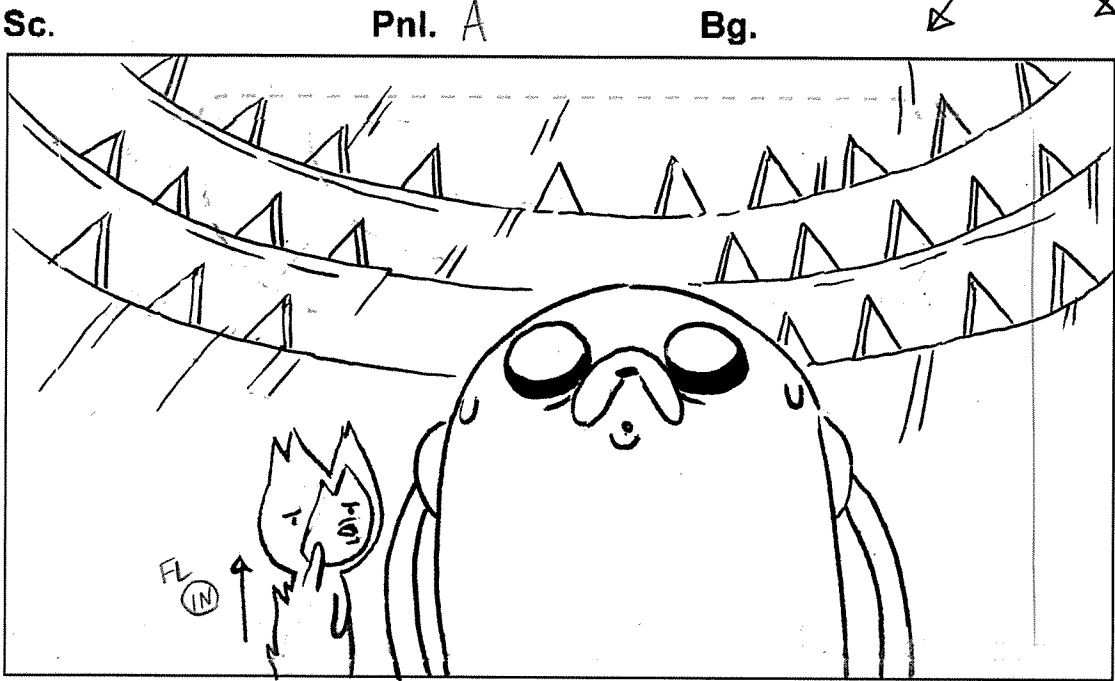
Timing:

100874
EPISODE #
Production :

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ADVENTURE TIME

POSES



Dialog:

FL: (WHISPER) YOU'RE BLOWIN IT, BROMIDE. J: A GIFT ? ...

Action:

FLAMBO RISES INTO FRAME

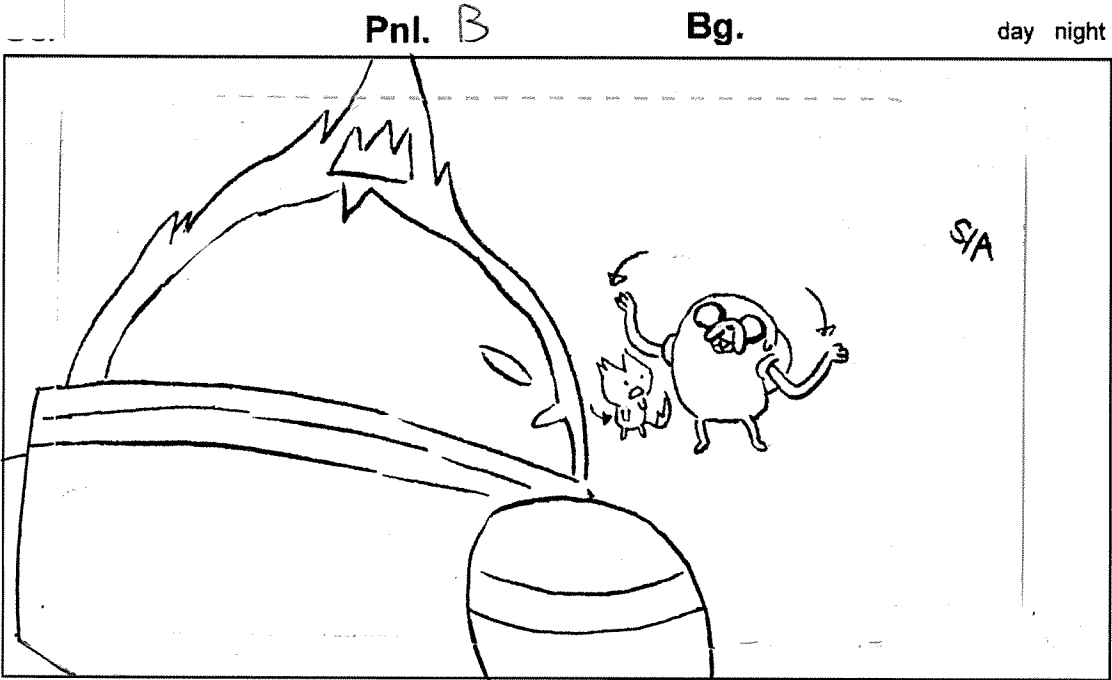
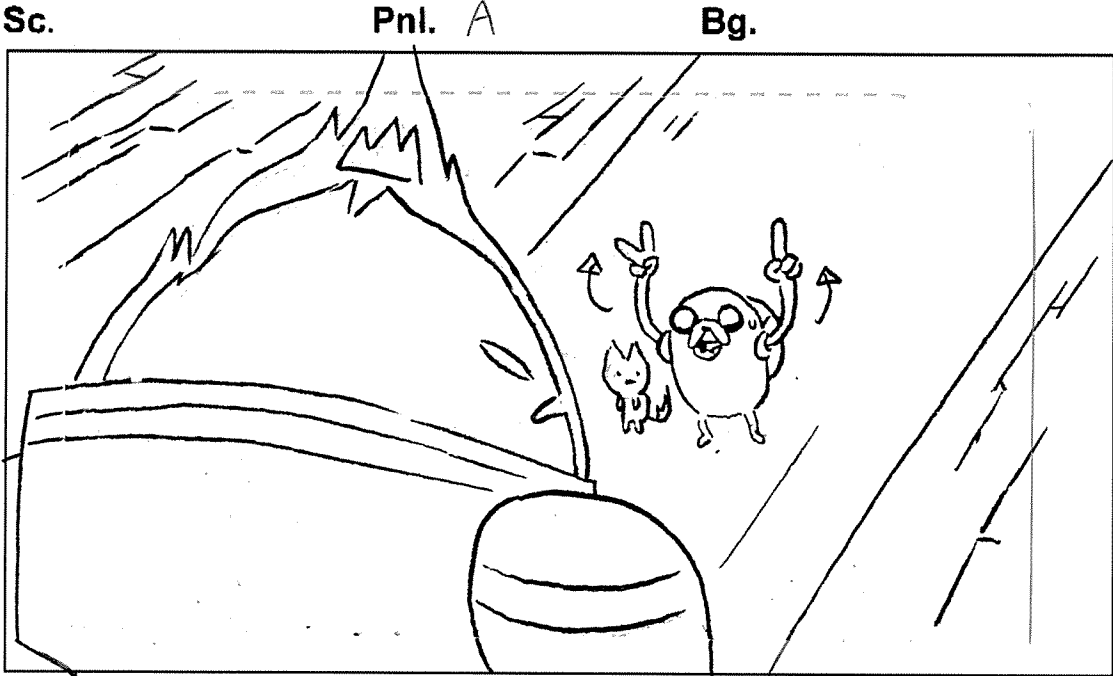
Timing:

EPISODE # 100874 Production :

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ADVENTURE TIME

S.P.



Dialog:

J: SIRE, PRINCE FINN SENT ...
A THREE GIFTS!

FL: WHAT?

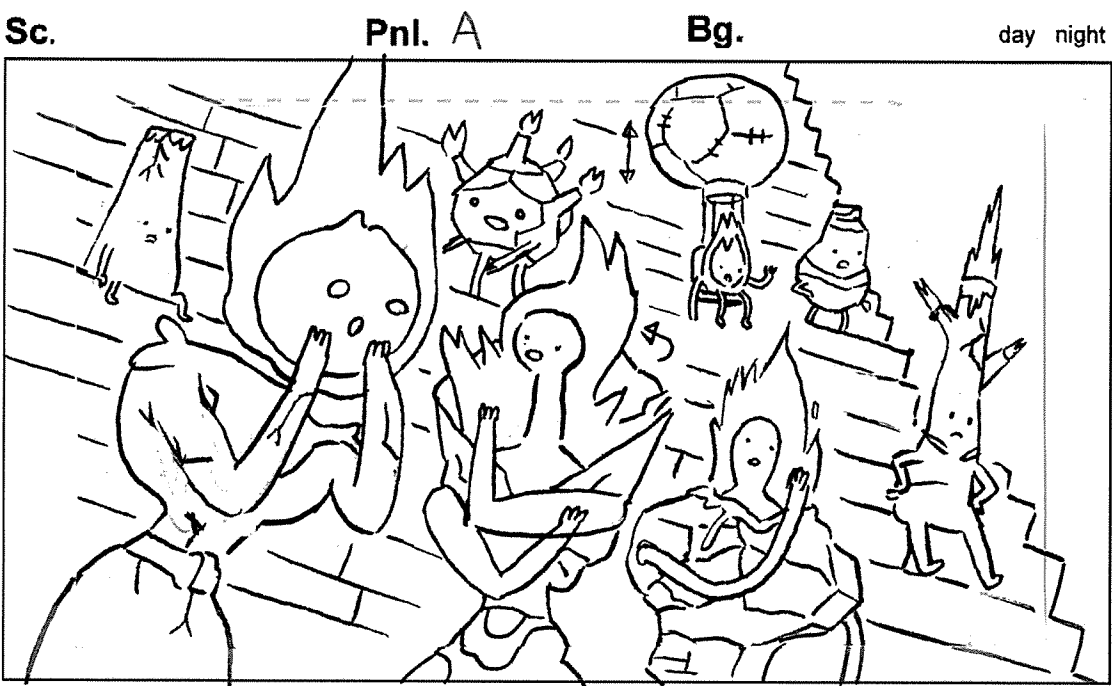
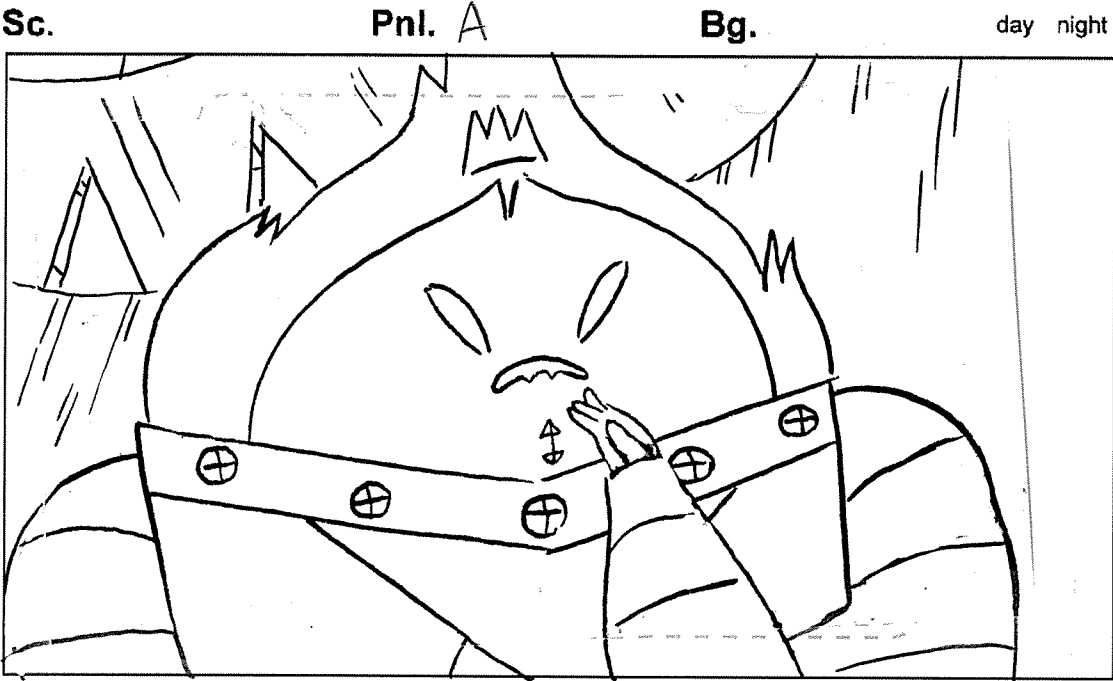
Action:

JAKE HOLDS UP THREE FINGERS.

Timing:

EPISODE # 100874
Production :

ADVENTURE TIME



Dialog:

FK: HMM, THREE IS MORE THAN ONE

CROWD: [EXCITED WALLA]

- THREE? IS IT?
- GIFTS!
- PRINCE FINN BROUGHT THREE!

Action:

· FLAME KING RUBS HIS CHIN.

· CROWD MURMURS TO EACH OTHER.

Timing:

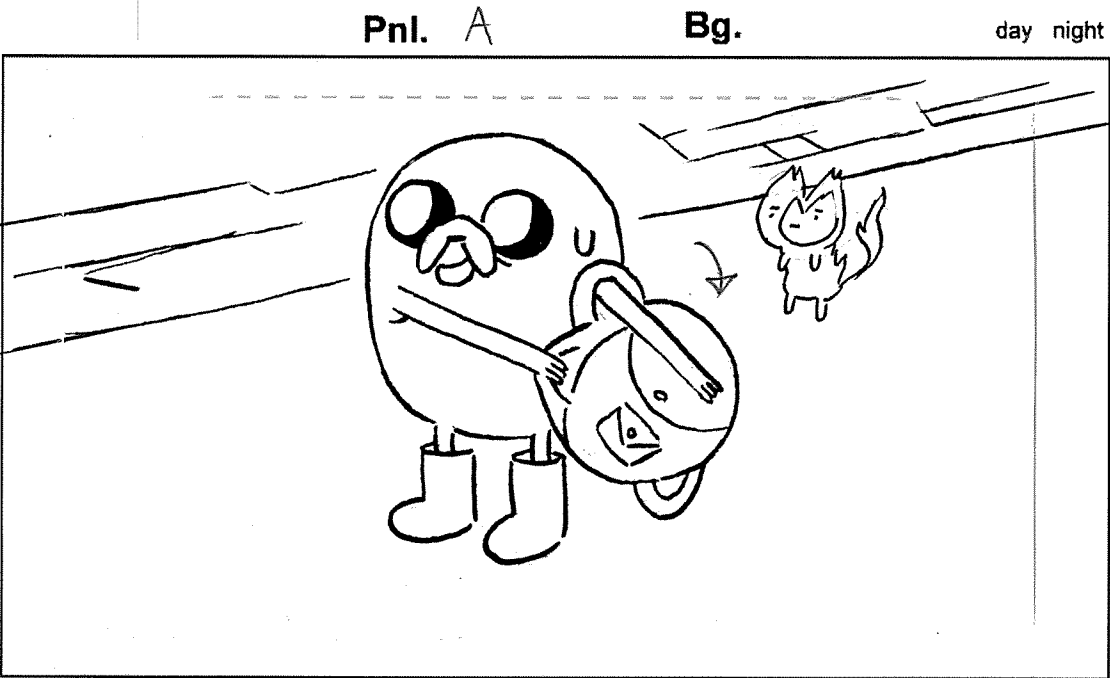
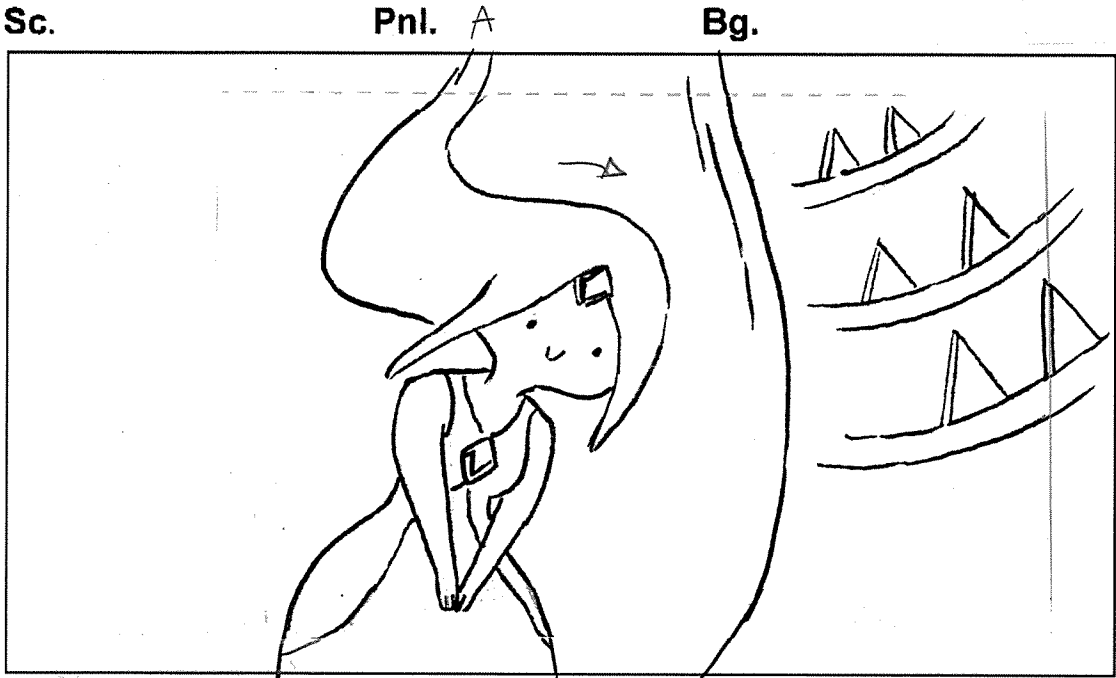
EPISODE # 100874

Production :

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ADVENTURE TIME

S.P.



Dialog:

FR: HMM!

J: THE FIRST GIFT ... IS ...

Action:

' JAKE SWINGS HIS BACKPACK OFF HIS SHOULDER.

Timing:

EPISODE # 100874
Production :

ADVENTURE TIME



Sc. Pnl. B Bg. day night

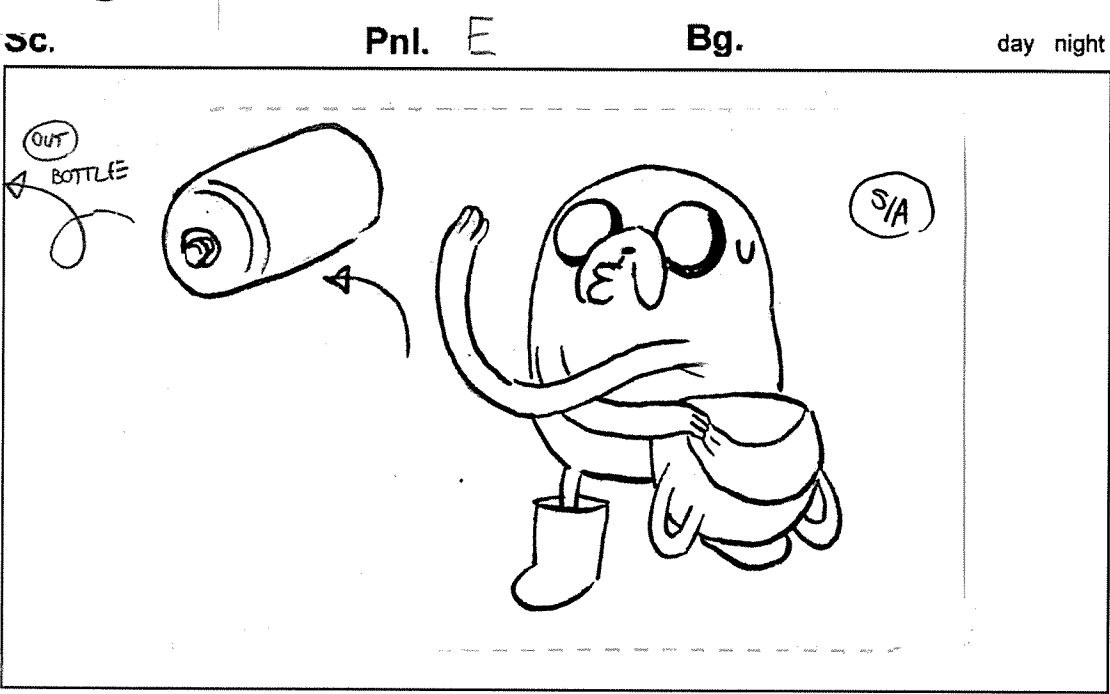
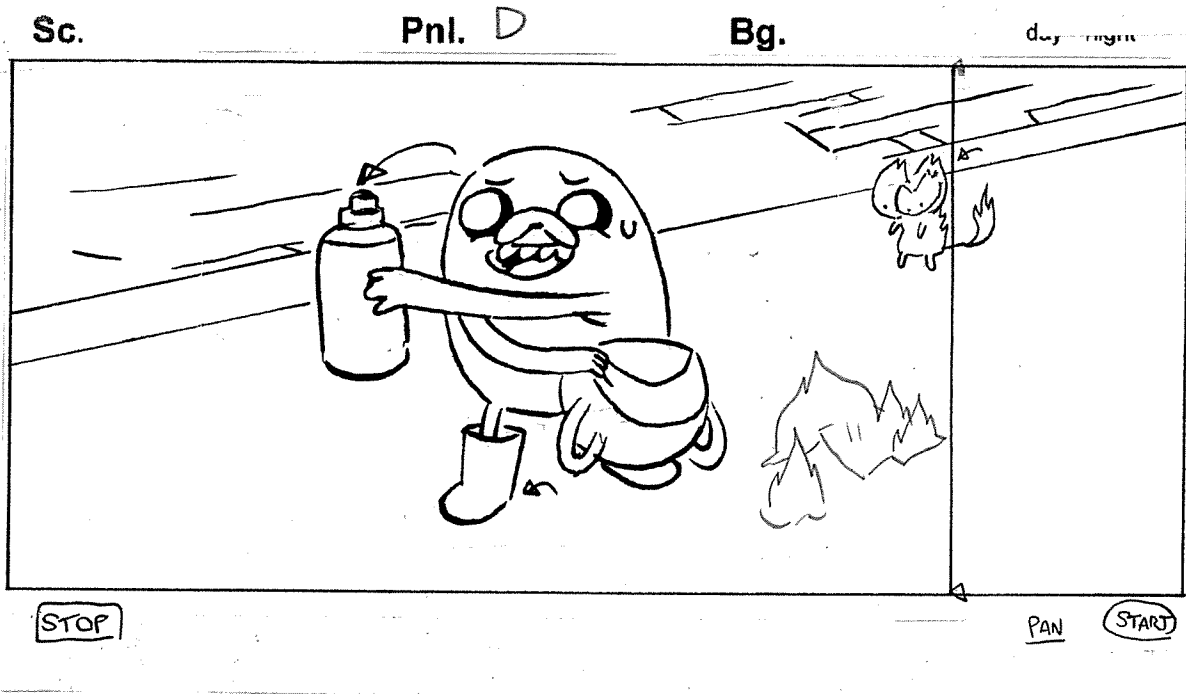
Sc. Pnl. C Bg. day night

Dialog:	
J:	... UH ... UMM
SFX:	* RUMMAGE *
Action:	
JAKE RUMMAGE THROUGH HIS BACKPACK.	JAKE THROWS ITEMS ON THE FLOOR.
Timing:	

ADVENTURE TIME

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poses



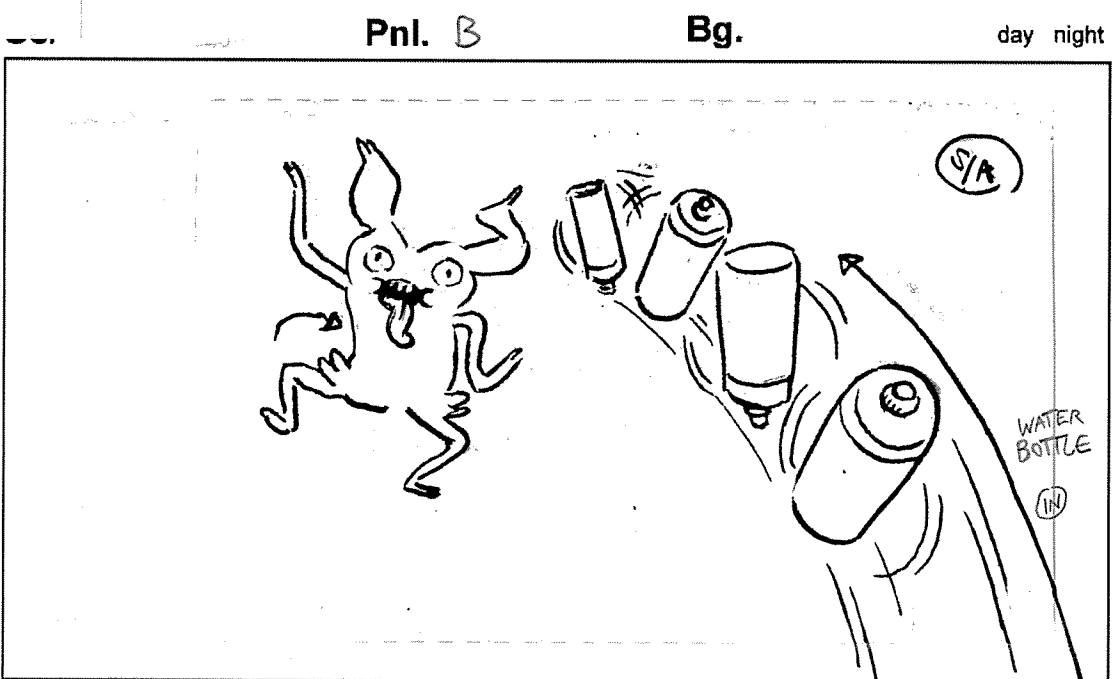
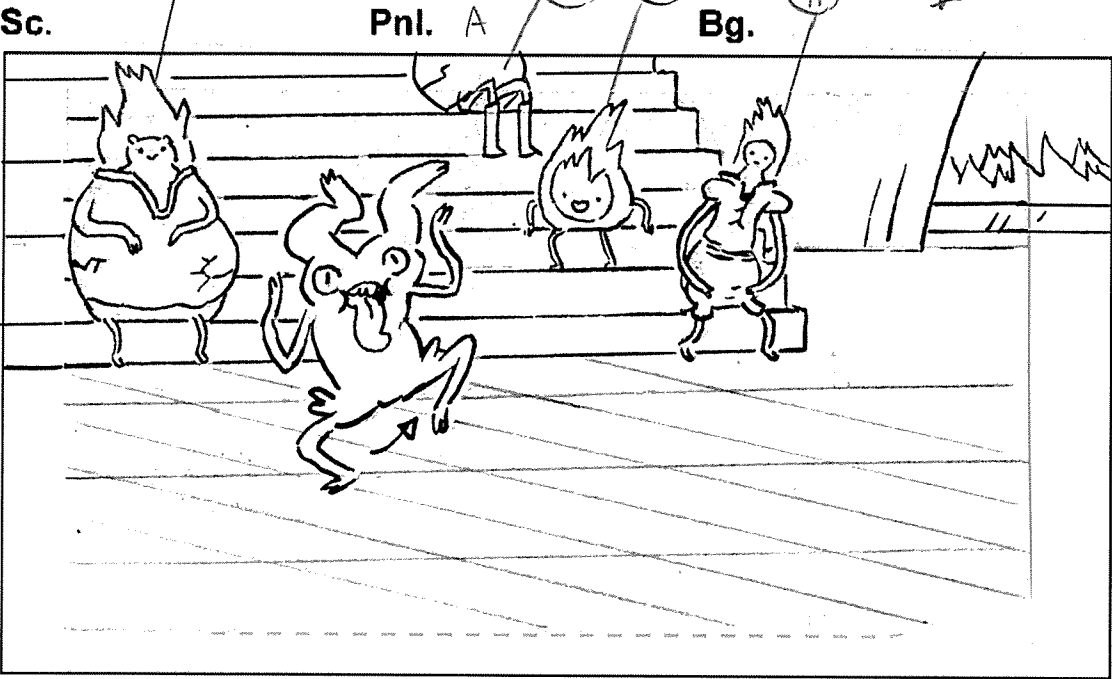
Dialog:	
↓:	WATER BOTTLE!
↓:	WHOOOP
Action:	<ul style="list-style-type: none">• JAKE PULLS OUT A WATER BOTTLE.• ITEMS BURST INTO FLAMES• ADJ. W/ ACTION
Action:	<ul style="list-style-type: none">• JAKE BOBBLES THE WATER BOTTLE.• WATER BOTTLE SPINS OFF/S
Timing:	

100874

EPISODE #

Production :

ADVENTURE TIME



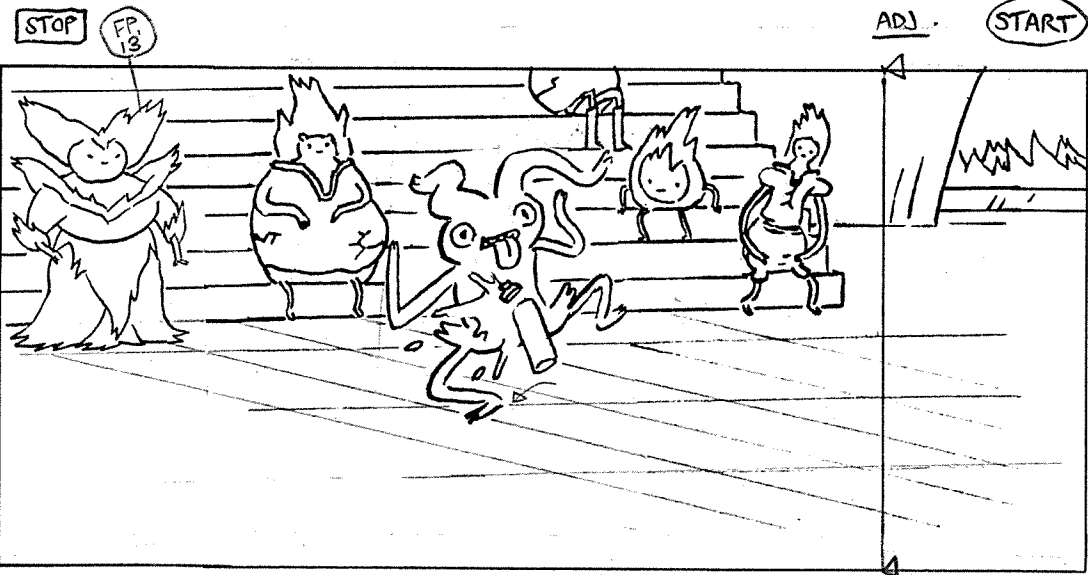
Dialog:	
Action:	HEPHAESTER DANCES MERRILY. WATER BOTTLE HURTTLES TOWARDS JESTER.
Timing:	

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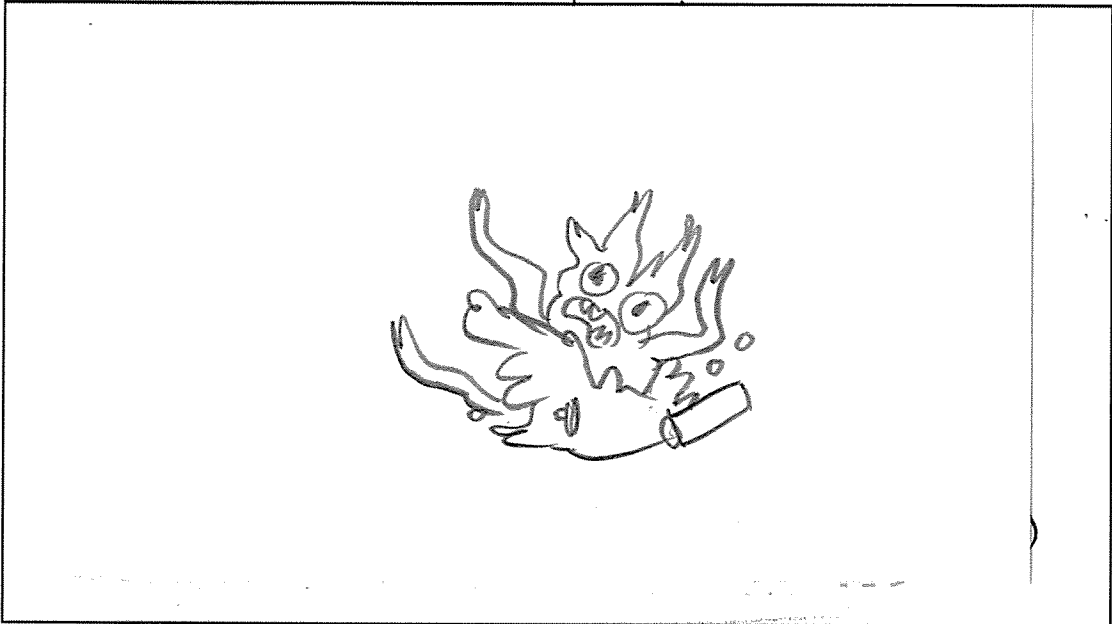
ADVENTURE TIME



Sc. Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog: HEPHAESTER
THE JESTER: HA-HA!
SFX: * SPOOSH *

Action: HEPHAESTER TURNS INTO SMOKE.
ADJ. W/ WATER BOTTLE.


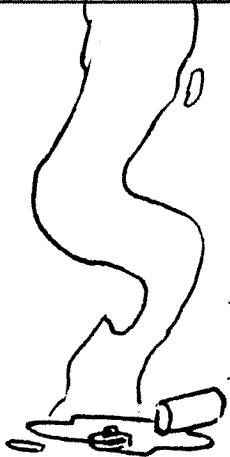
Timing:

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Production :

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ADVENTURE TIME



Sc.	Pnl. <u>C</u>	Bg.	day <u> </u> night <u> </u>	Sc.	Pnl. <u>D</u>	Bg.	day <u> </u> night <u> </u>
							

(S/A)

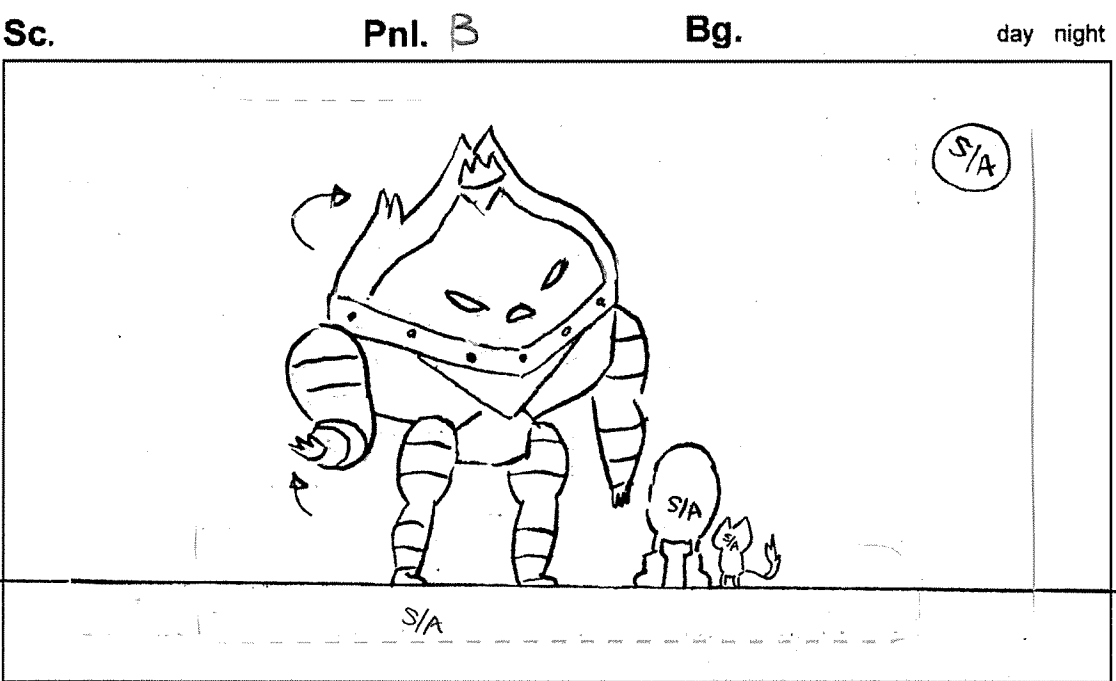
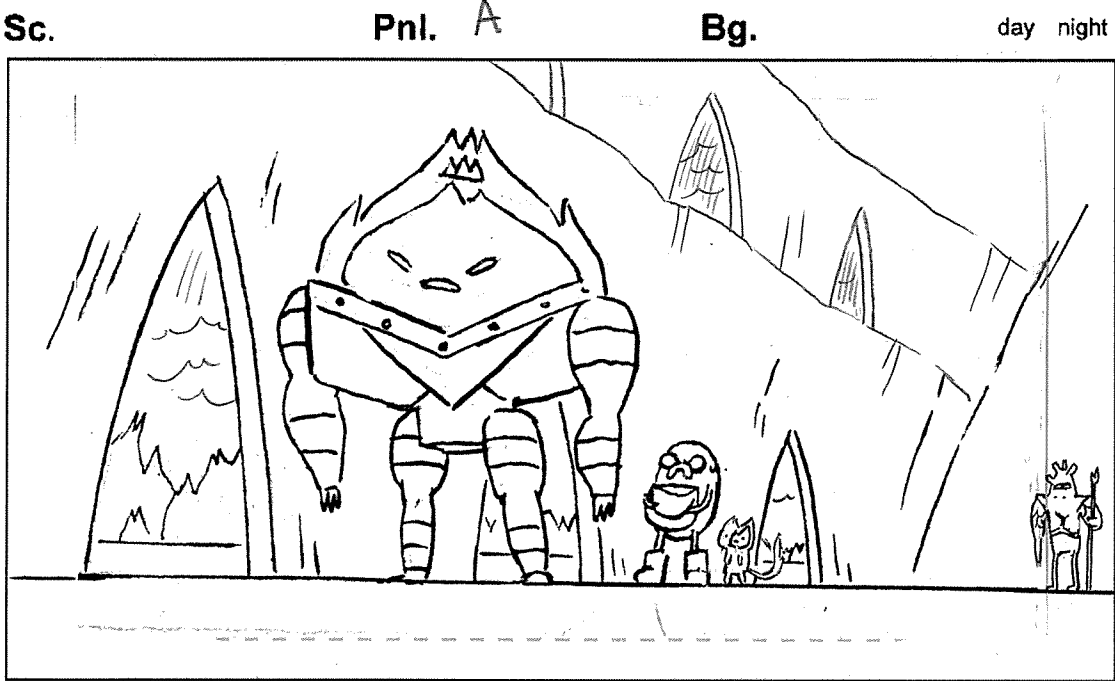
SFX: * pfffft *

• HEPHAESTER TURNS INTO SMOKE.

EPISODE # 100874
Production :

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ADVENTURE TIME



Dialog: EK: PRINCE FINN HAS SMOTE MY
JESTER, HEPHAESTER.

EK: (ELONGATED) POURQUOOOI -

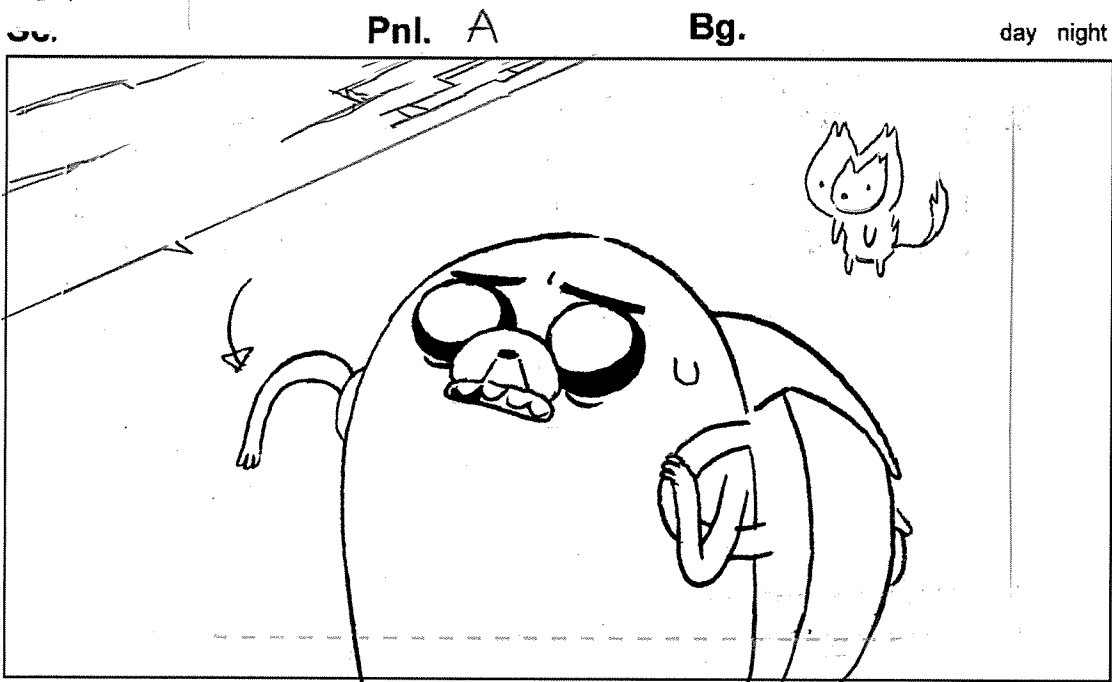
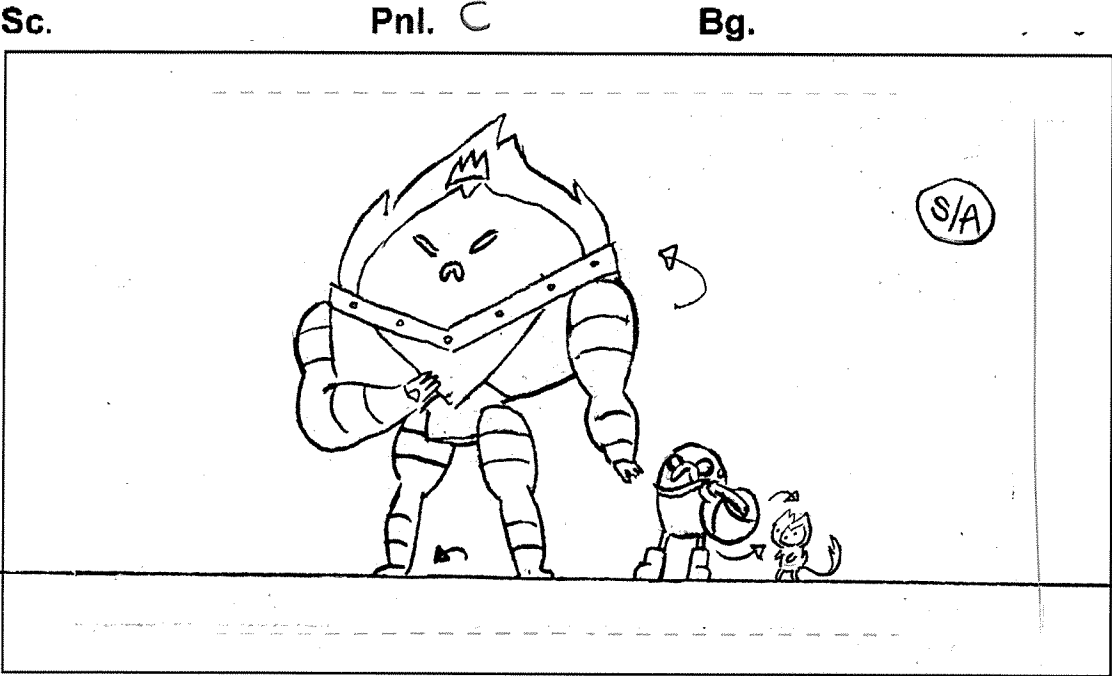
Action:

Timing:

EPISODE # 100874
Production :

ADVENTURE TIME

Poses
BG



Dialog: FK: WELL, I DO HATE MY JESTER. J: UHHH--

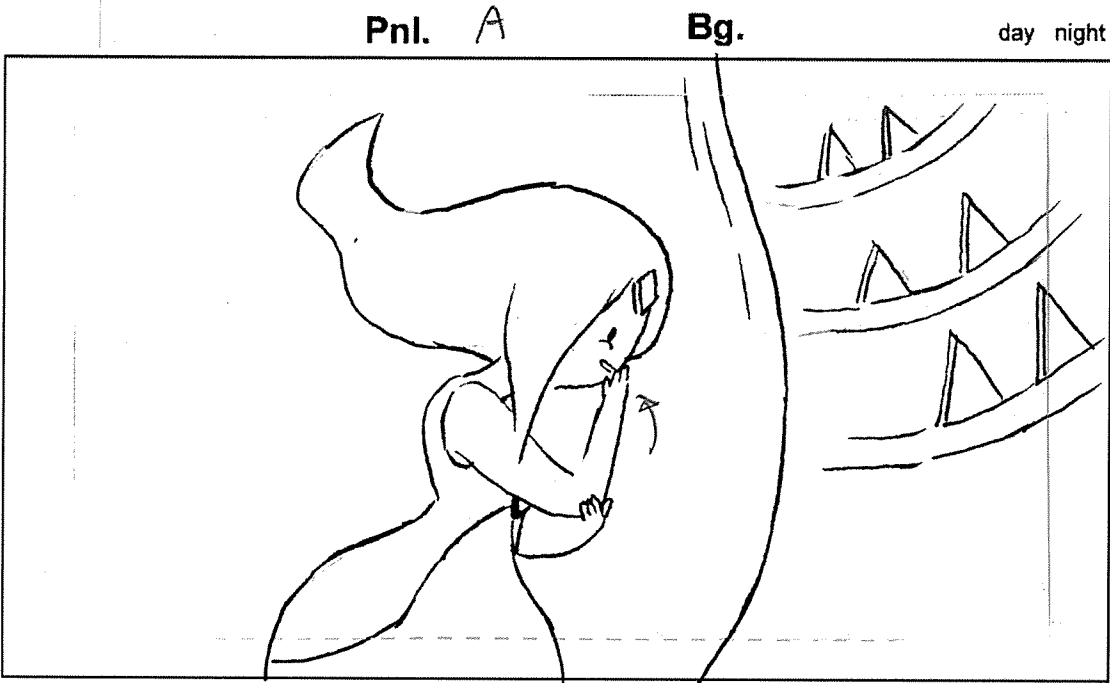
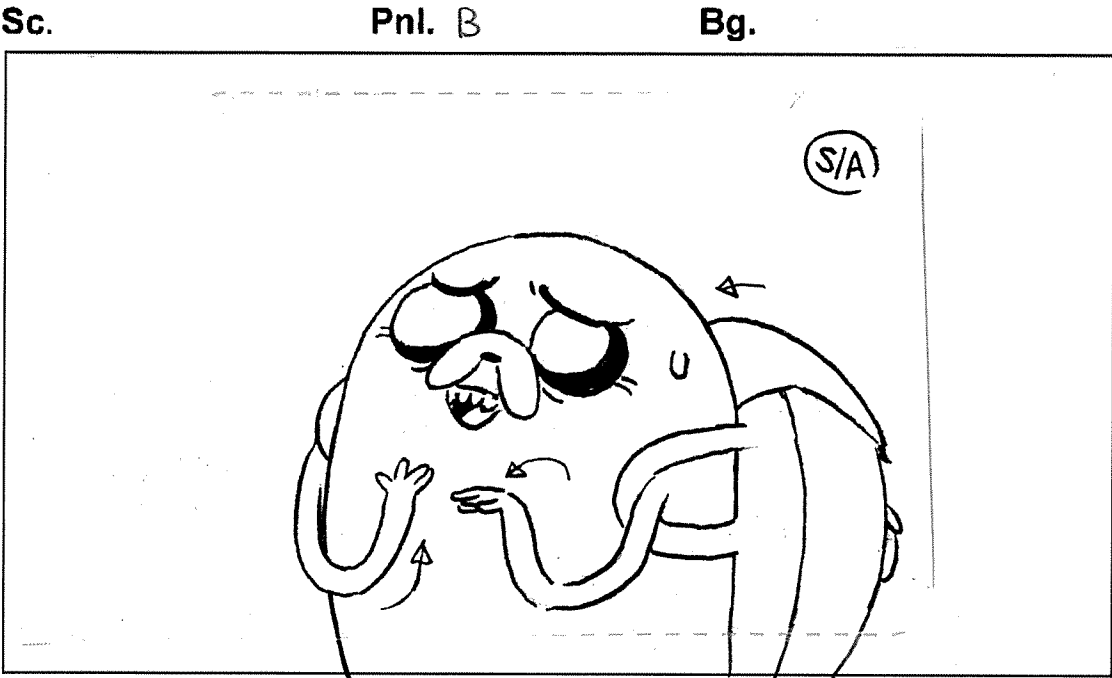
Action: FLAME KING TURNS ABRUPTLY. JAKE SLINGS THE BACKPACK OVER HIS SHOULDERS. JAKE SLIPS BACKPACK OVER LEFT SHOULDER. FLAMBO HOPS BACK.

Timing:

EPISODE # 100874
Production :

ADVENTURE TIME

S.P.



Dialog:	<u>J</u> : Prince Finn hated him too!	<u>FP</u> : [GIGGLING]
Action:	FLAME PRINCESS GIGGLES COQUETTISHLY.	
Timing:		

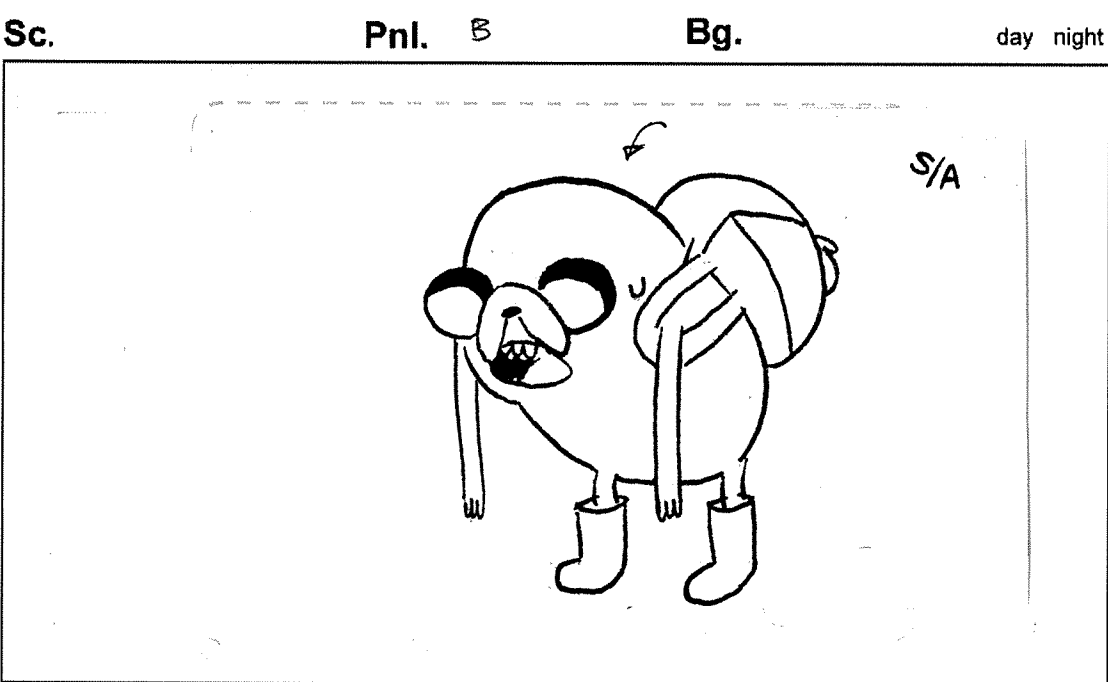
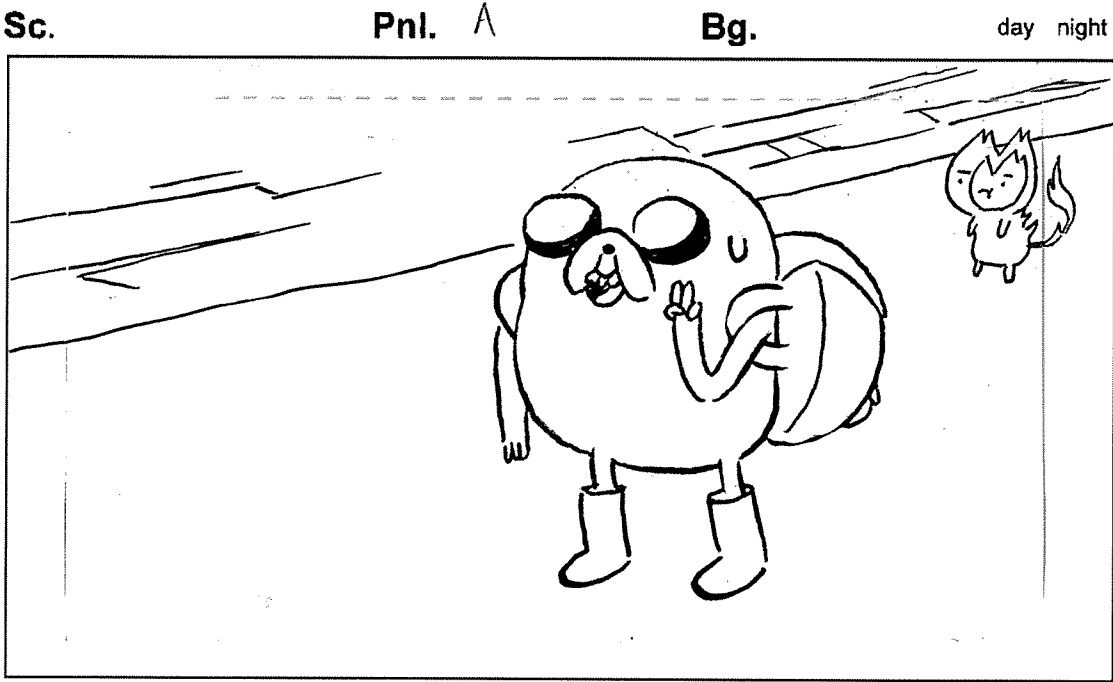
EPISODE # 100874
Production :

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ADVENTURE TIME



Page 107



Dialog:	<u>J</u> : FOR YOUR <u>SECOND</u> GIFT ... A ...	<u>J</u> : UHHH ...
Action:	JAKE LOOKS AROUND.	
Timing:		

EPISODE # 100874 Production :

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ADVENTURE TIME



Sc. Pnl. C Bg. day night

Sc. Pnl. D Bg. day night

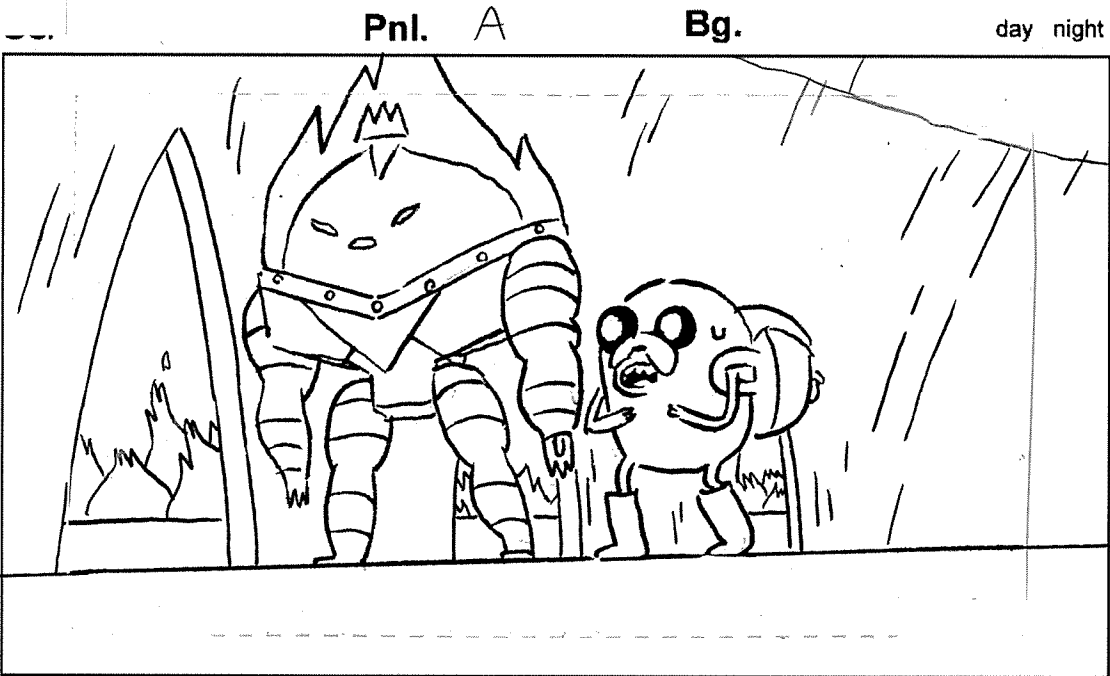
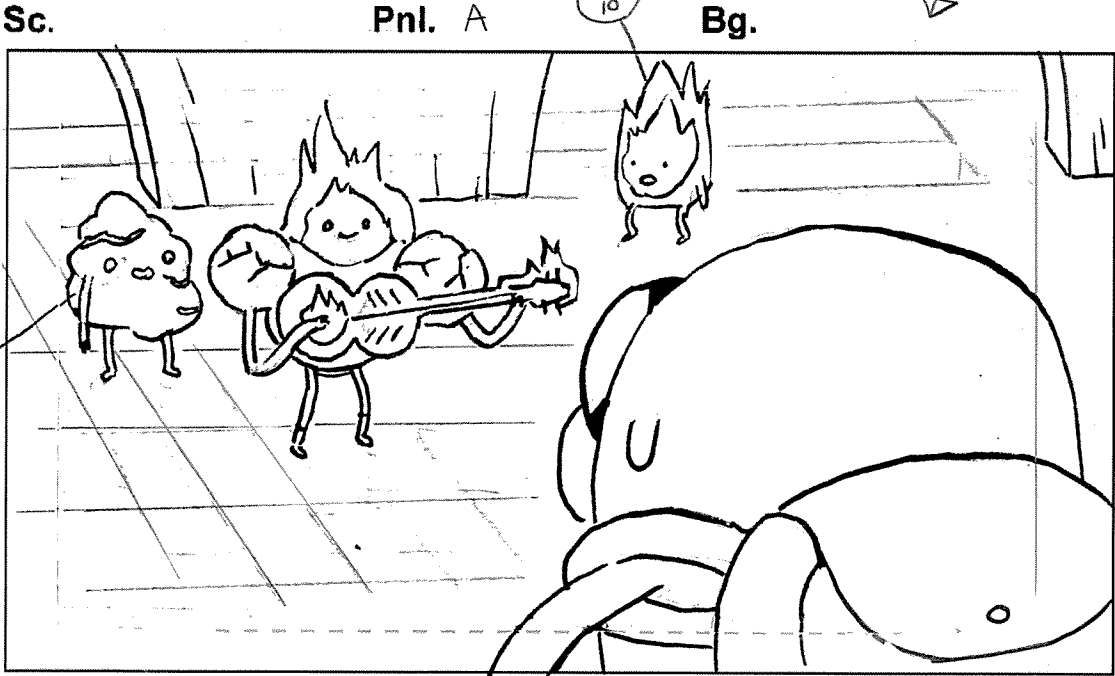
Dialog:	↓: HMM.	↓: OH!
Action:	JAKE RUBS HIS BELLY.	
Timing:		

EPISODE # 100874
Production :

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ADVENTURE TIME

POSES



Dialog:

SFX: [STRUMMING]

Action: FLAME MINSTREL STRUMS A FLAME GUITAR.

Timing:

Production : 100874 EPISODE #

ADVENTURE TIME



or transferred.

Sc.

Pnl. B

Bg.

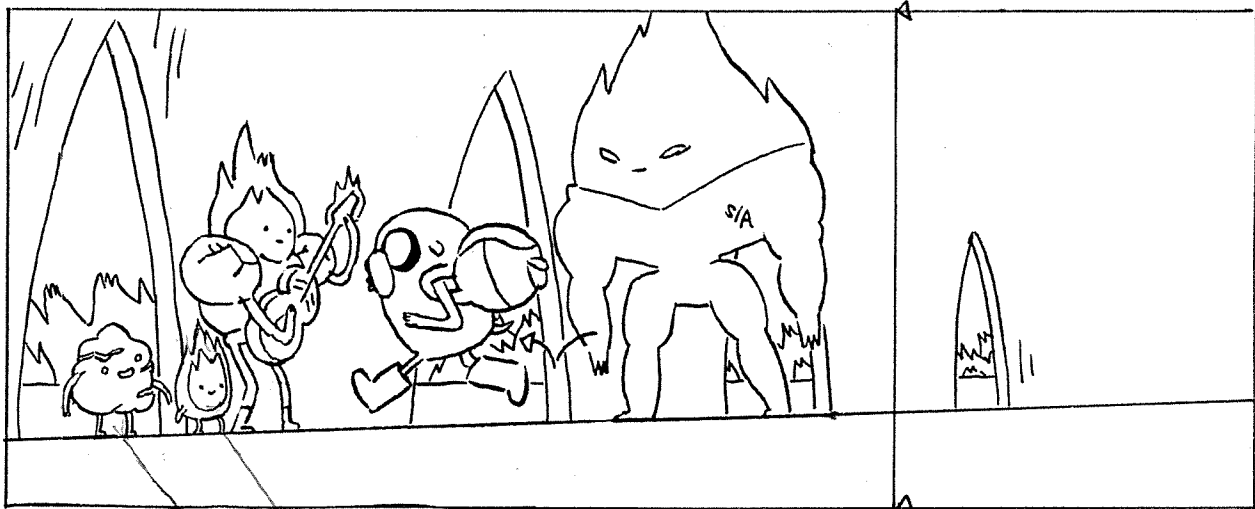
day night

Sc.

Pnl. C

Bg.

day night



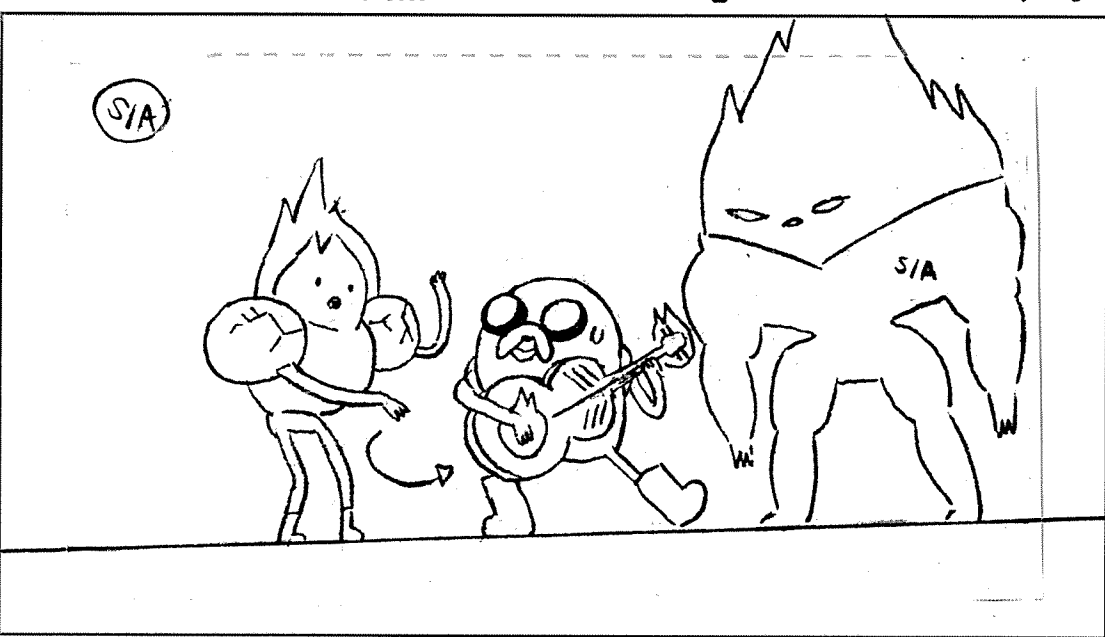
STOP

FP 14

FP 10

PAN

START



Dialog:

J: A SERENADE !!

J: THAT FINN WROTE ...

Action:

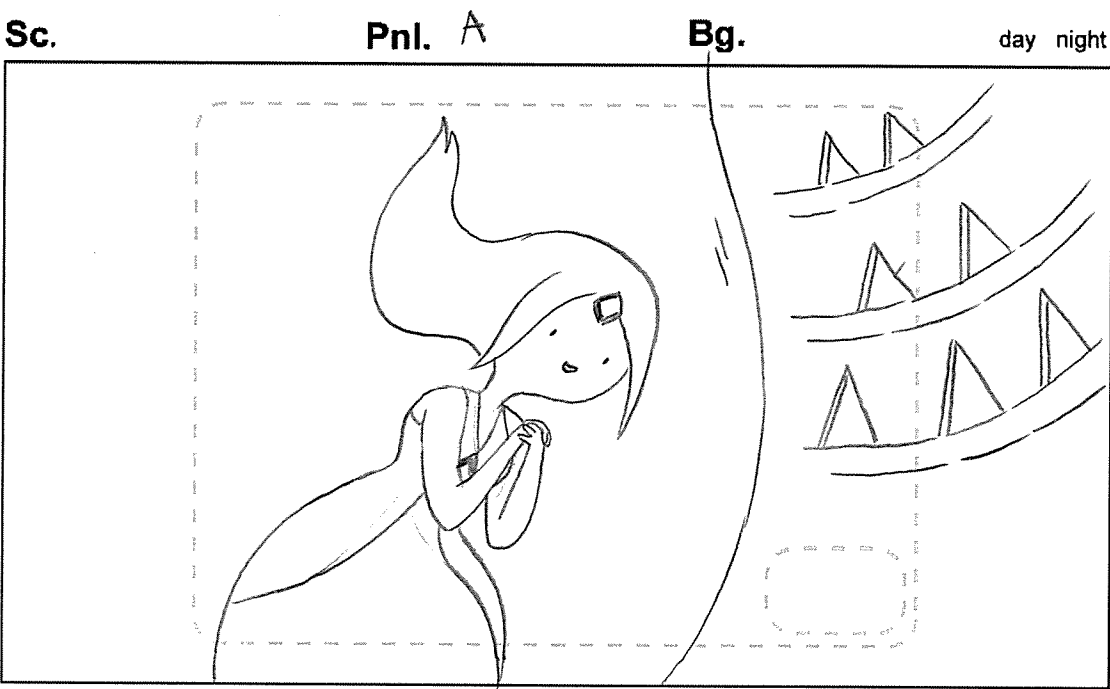
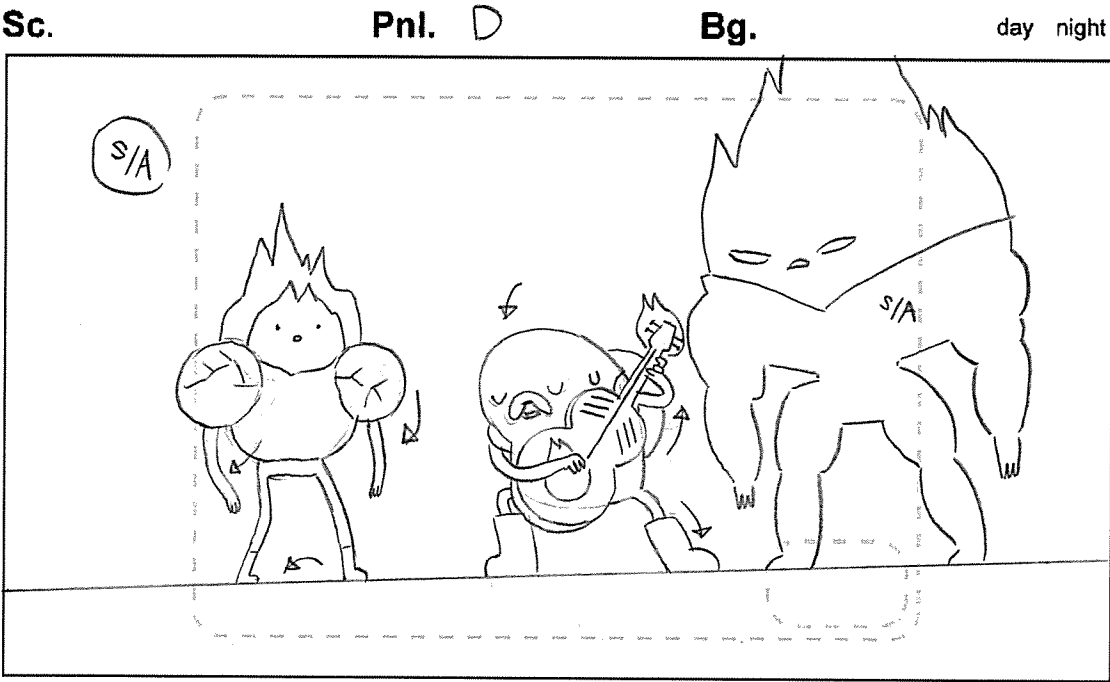
JAKE RUNS OVER TO JESTER.

JAKE STEALS FLAME GUITAR AWAY.

Timing:

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ADVENTURE TIME



Dialog:

↓: (WHISPER) FOR MILADY

SFX: ♪ ♪ ♪

FP: [APPRECIATIVE SIGH] AWWW.

Action:

JAKE STRUMS A FEW NOTES.

Timing:

100874

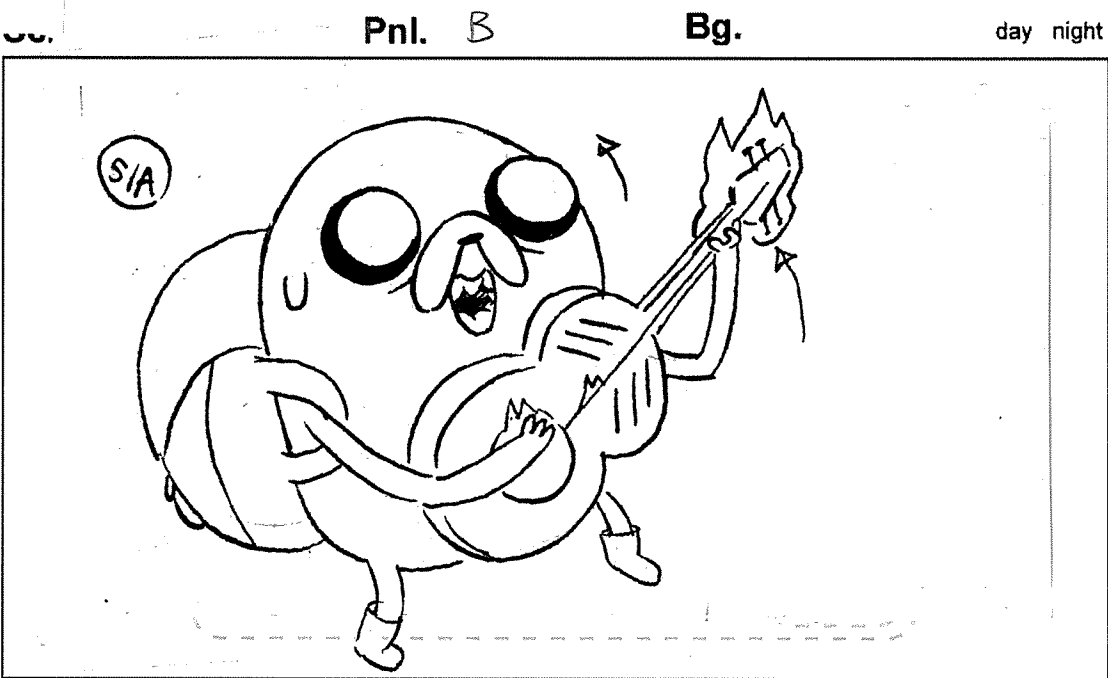
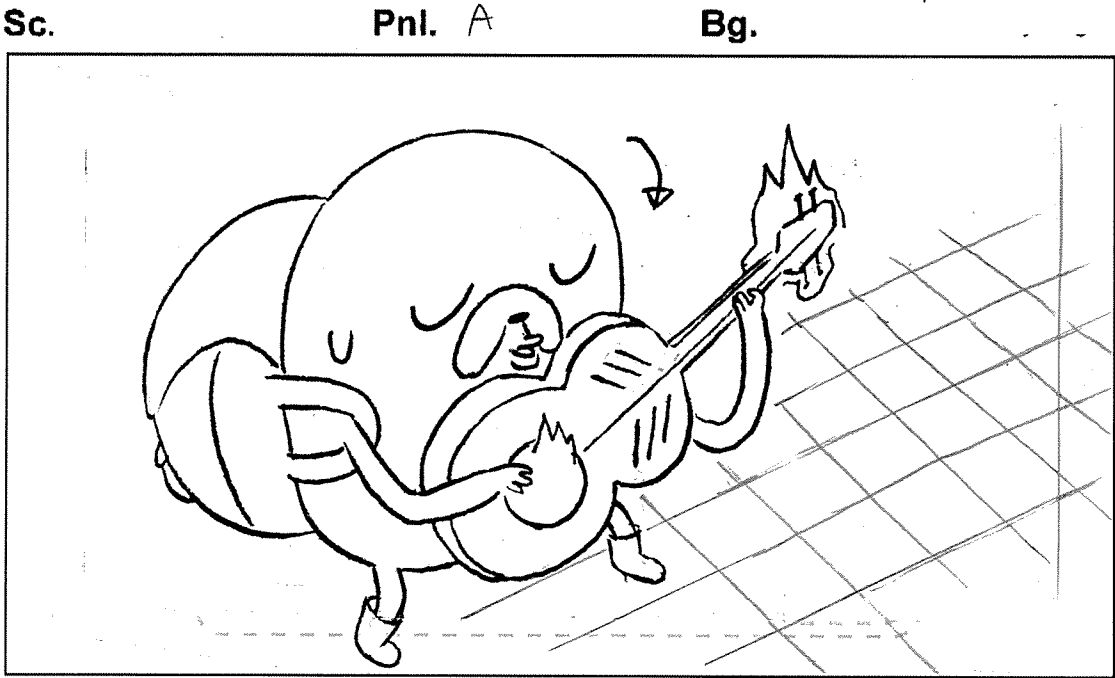
EPISODE #

Production :

ADVENTURE TIME

SP

STRUMMING



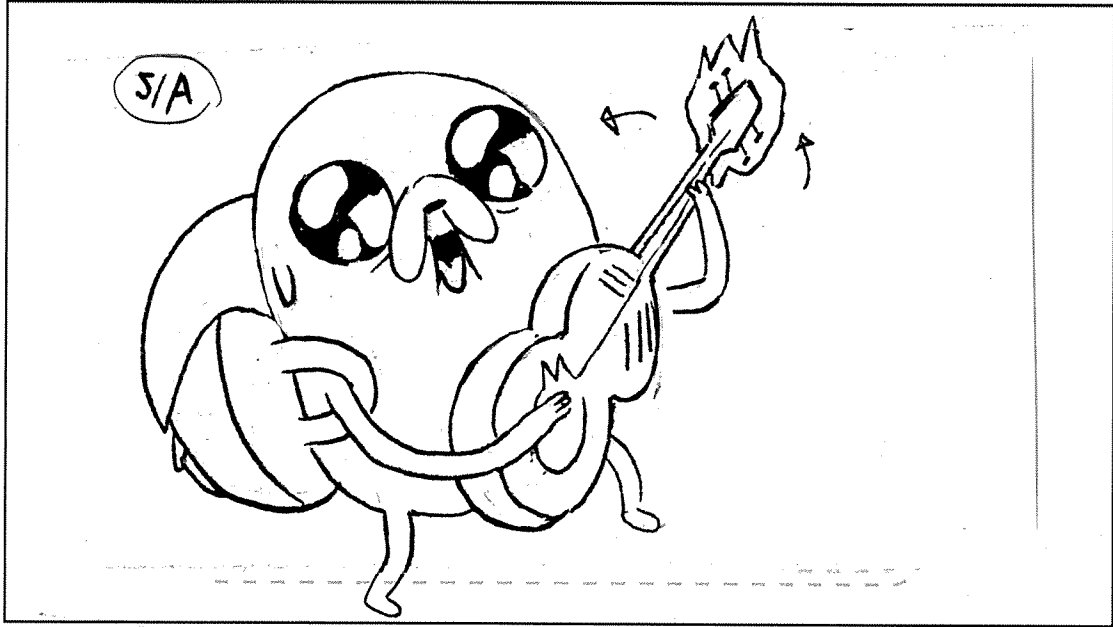
Dialog:	↓: ↑ OH FLAME PRINCESS ... ↑
Action:	
Timing:	

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ADVENTURE TIME



Sc. Pnl. C Bg. day night



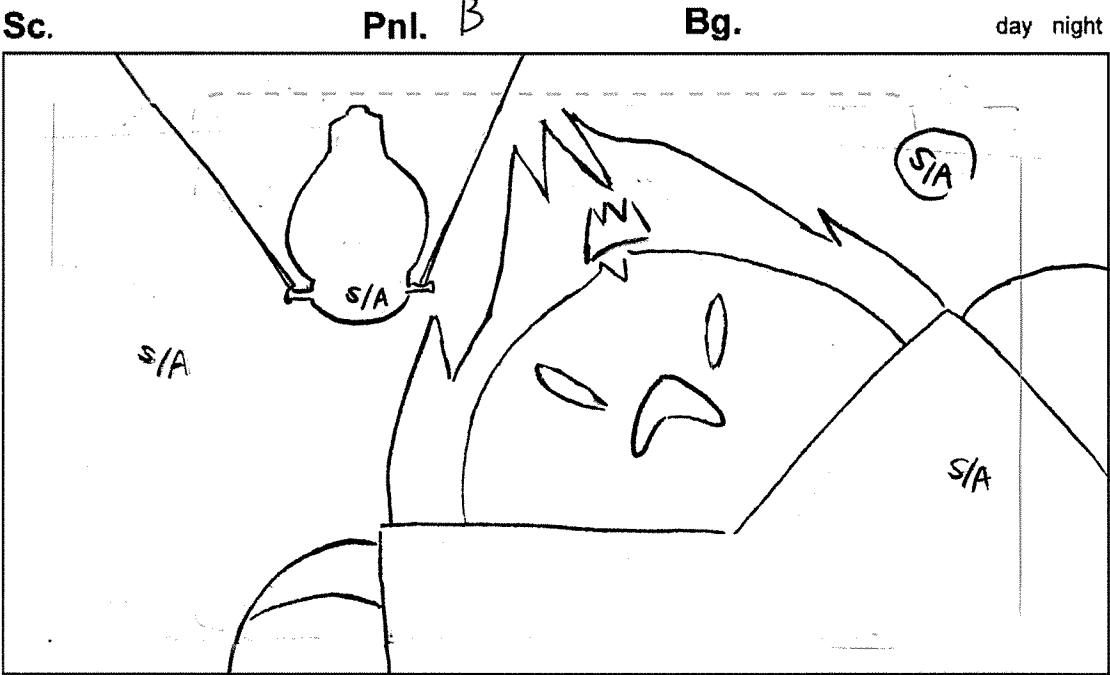
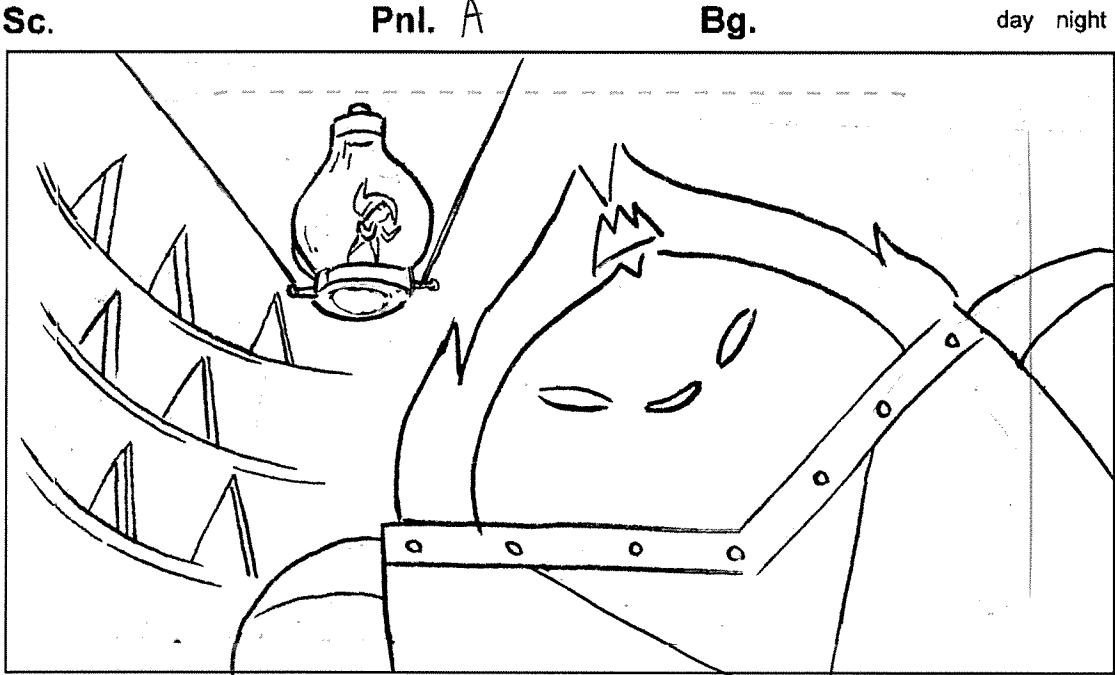
Sc. Pnl. A Bg. day night



Dialog:	
<p>J: I LIKE YOUR DRESS ...</p>	<p>J: (o/s) YOU'RE LIKE A BEAUTIFUL TREASURE...</p>
Action:	
Timing:	

EPISODE # 100874 Production :

ADVENTURE TIME



Dialog:
<p>↓: (o/s) ♪ I WANNA OPEN YOUR CHEST ... ♪</p> <p>↓: (o/s) ♪ CUZ I THINK YOU'RE GREAT ... ♪</p>
Action:
Timing:

PP. 10

ADVENTURE TIME

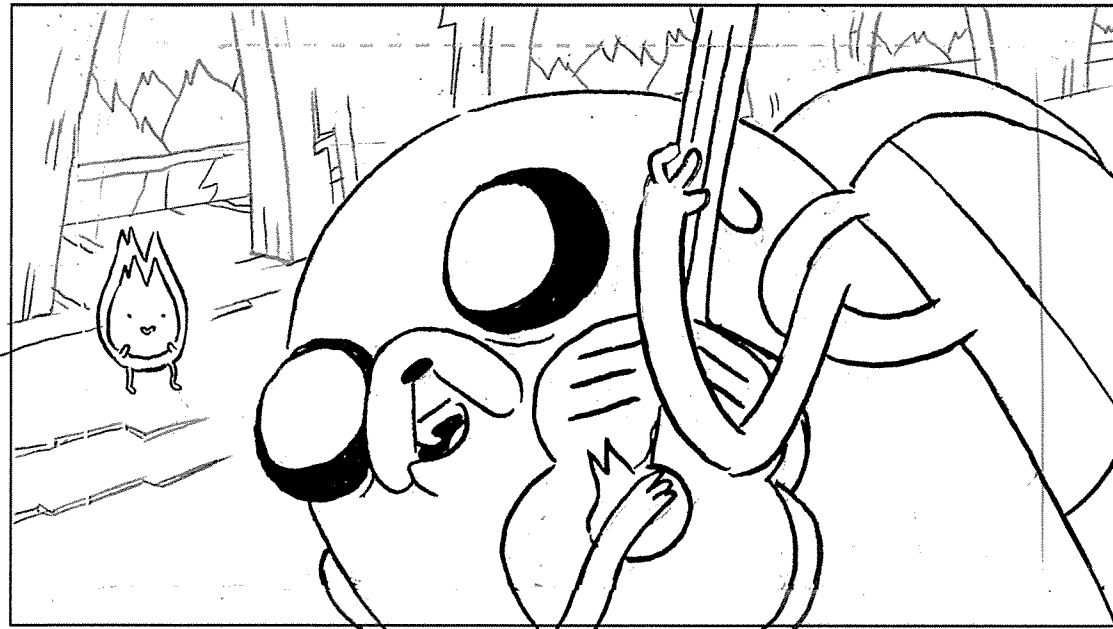
~~BG~~
POSES

Page 115

Sc.

Pnl. A

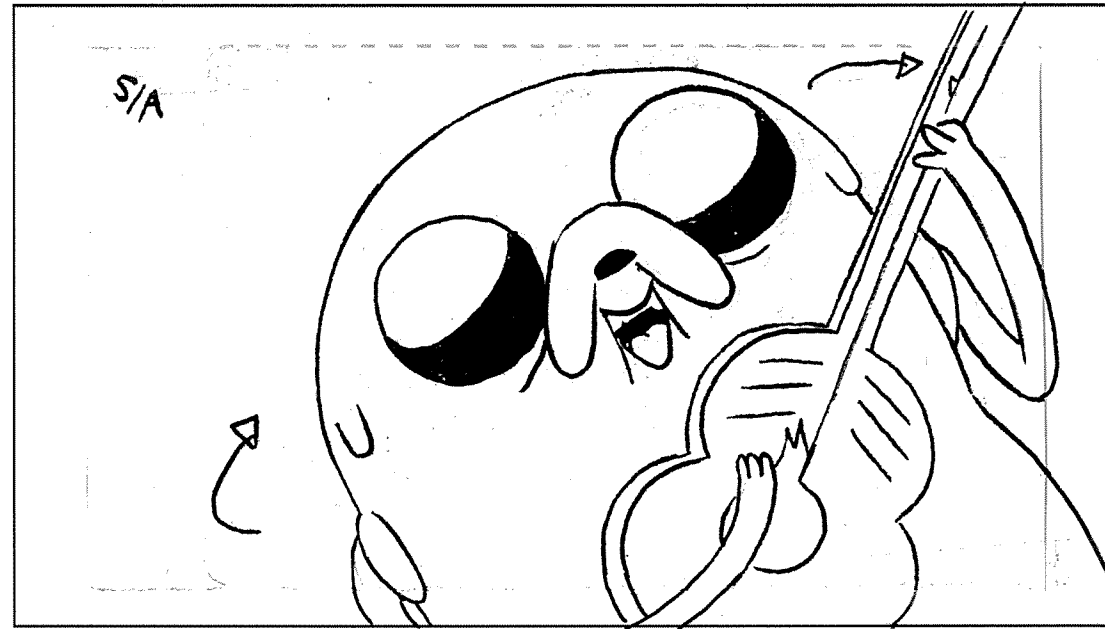
Bg.



Pnl. B

Bg.

day night



Dialog:

↓: ♪ I WANNA BE YOUR MATE ... ♪

↓: ♪ OR MAYBE GO ON A DATE ? ♪

Action:

Timing:

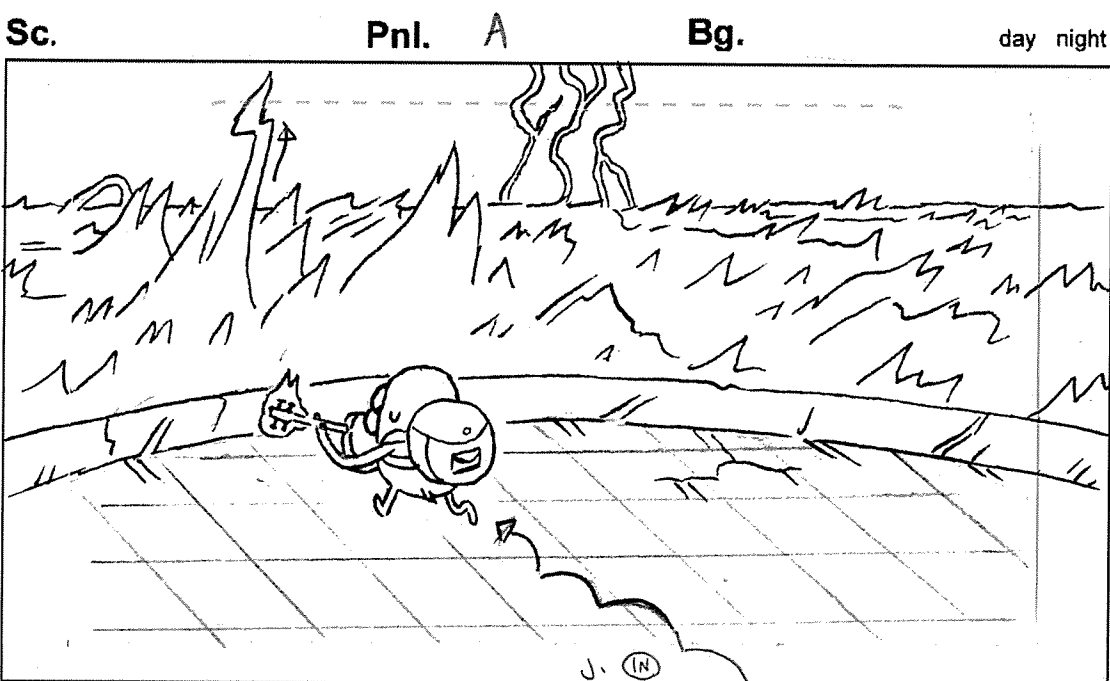
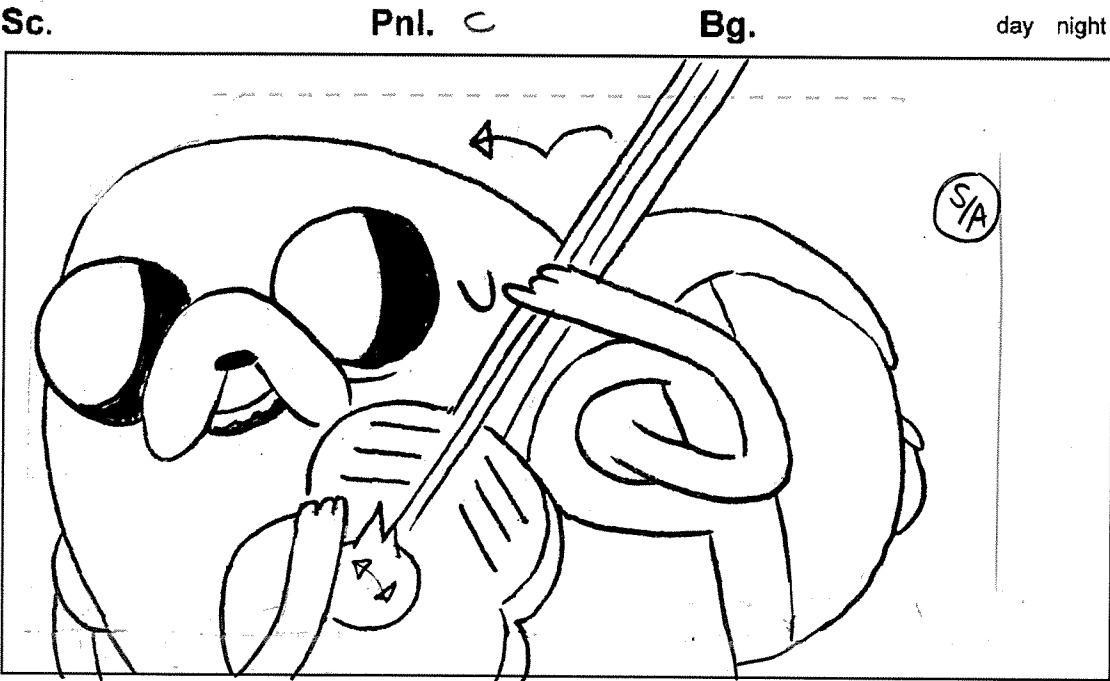
100874

EPISODE #

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ADVENTURE TIME

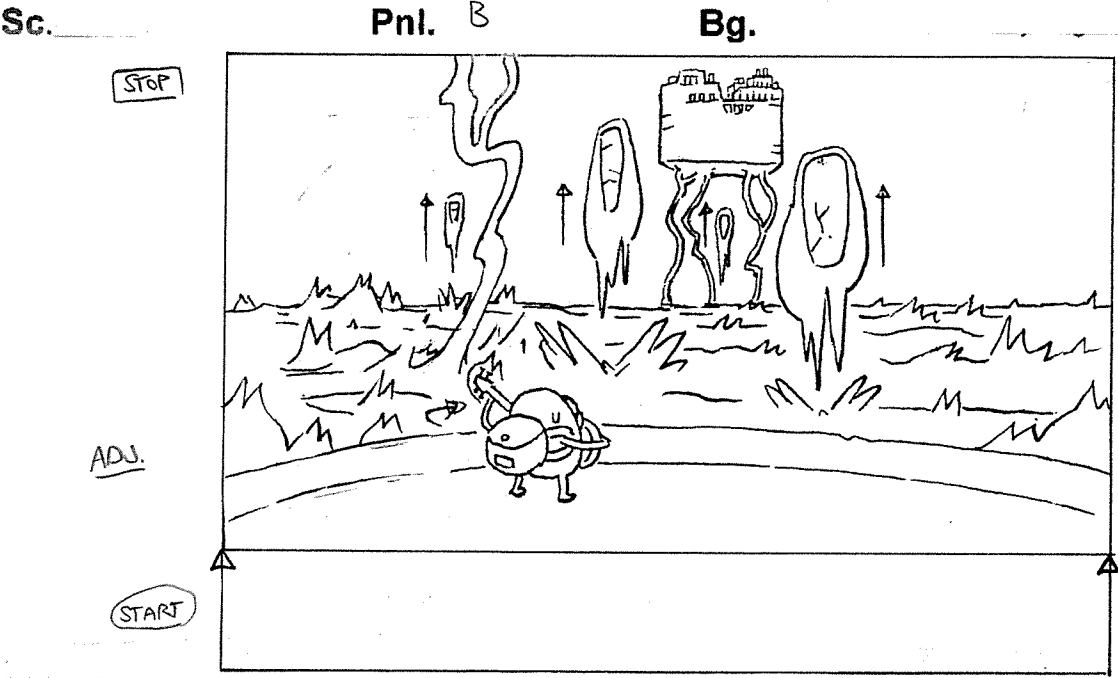


Dialog:	(QUICK BUILD UP) J: CUZ' IT FEELS LIKE THERE'S A ...	J: FIRE INSIDE MY BODY ...
Action:		JAKE RUNS ON/S. OUT ONTO THE BALCONY.
Timing:		

100874
EPISODE #
Production :

ADVENTURE TIME

BG



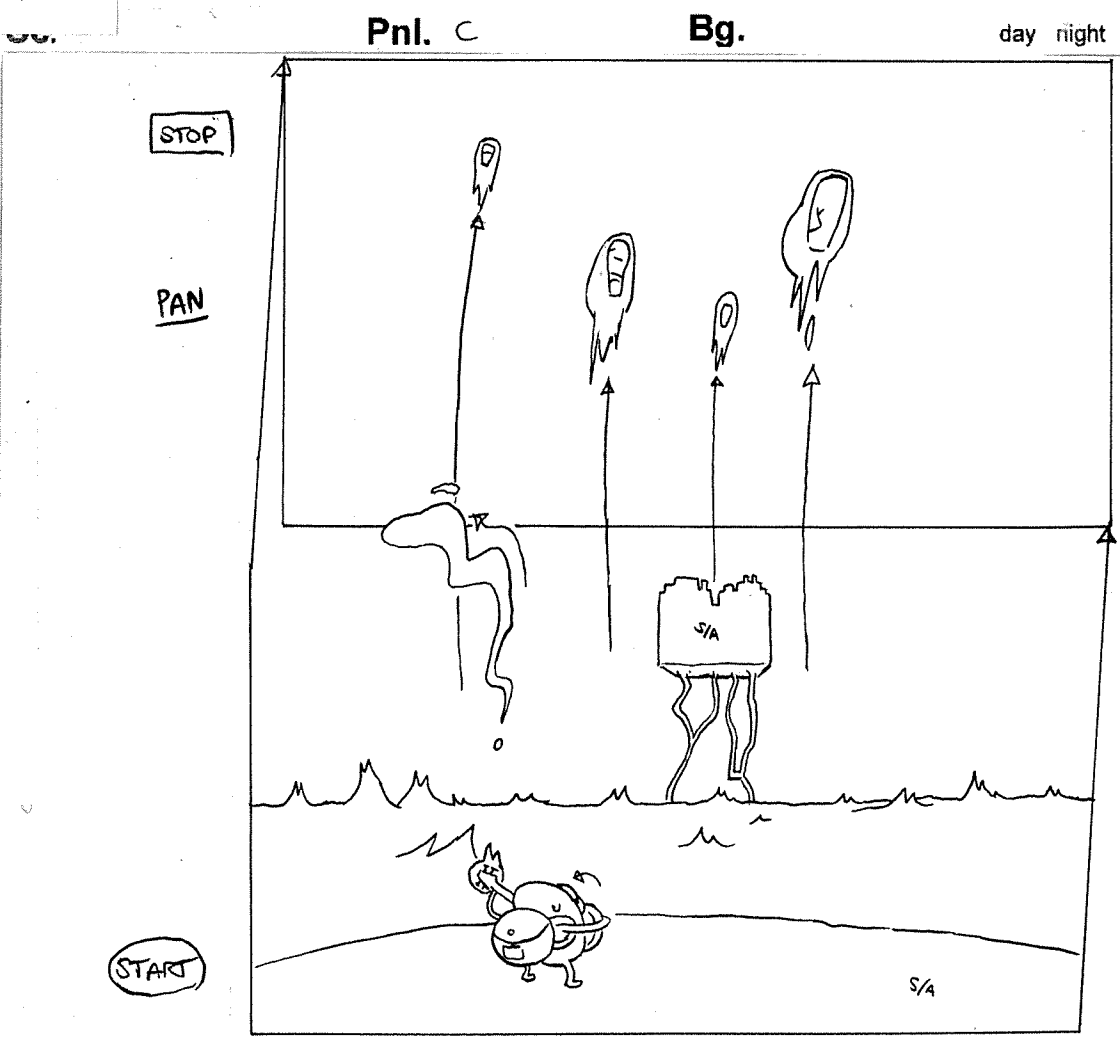
Dialog:

J: FIRE INSIDE MY HEART... ♪

Action: FIRE STONES ERUPT OUT OF THE LAVA.

ADJ. W/ JAKE.

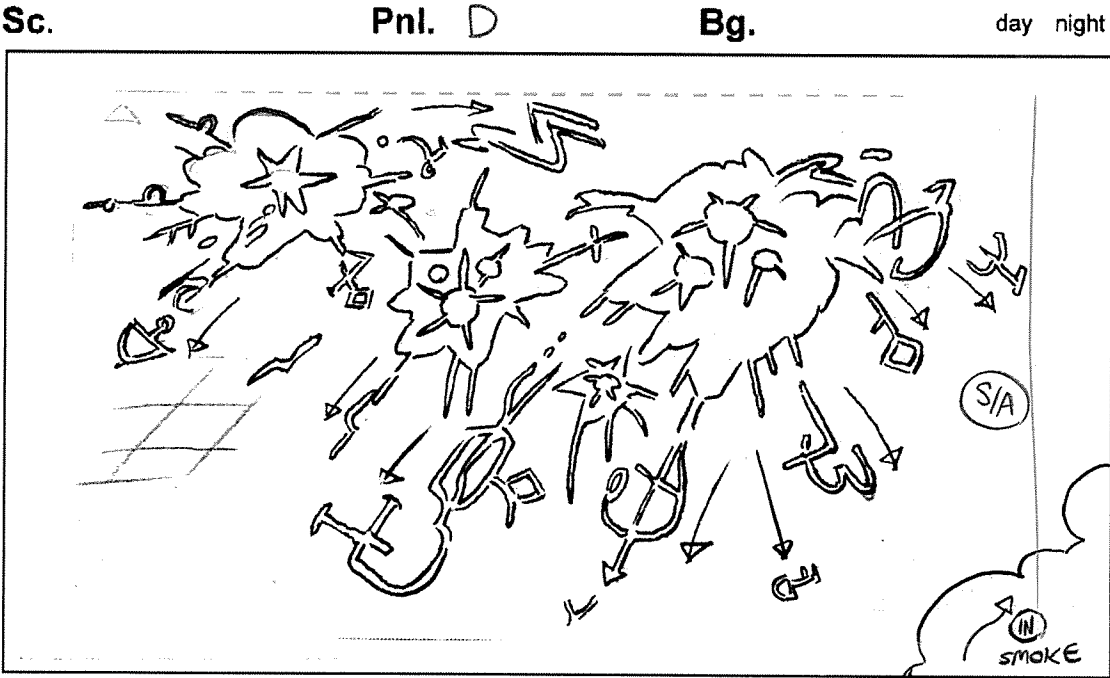
Timing:



PAN W/ FIRE STONES

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ADVENTURE TIME



Dialog:

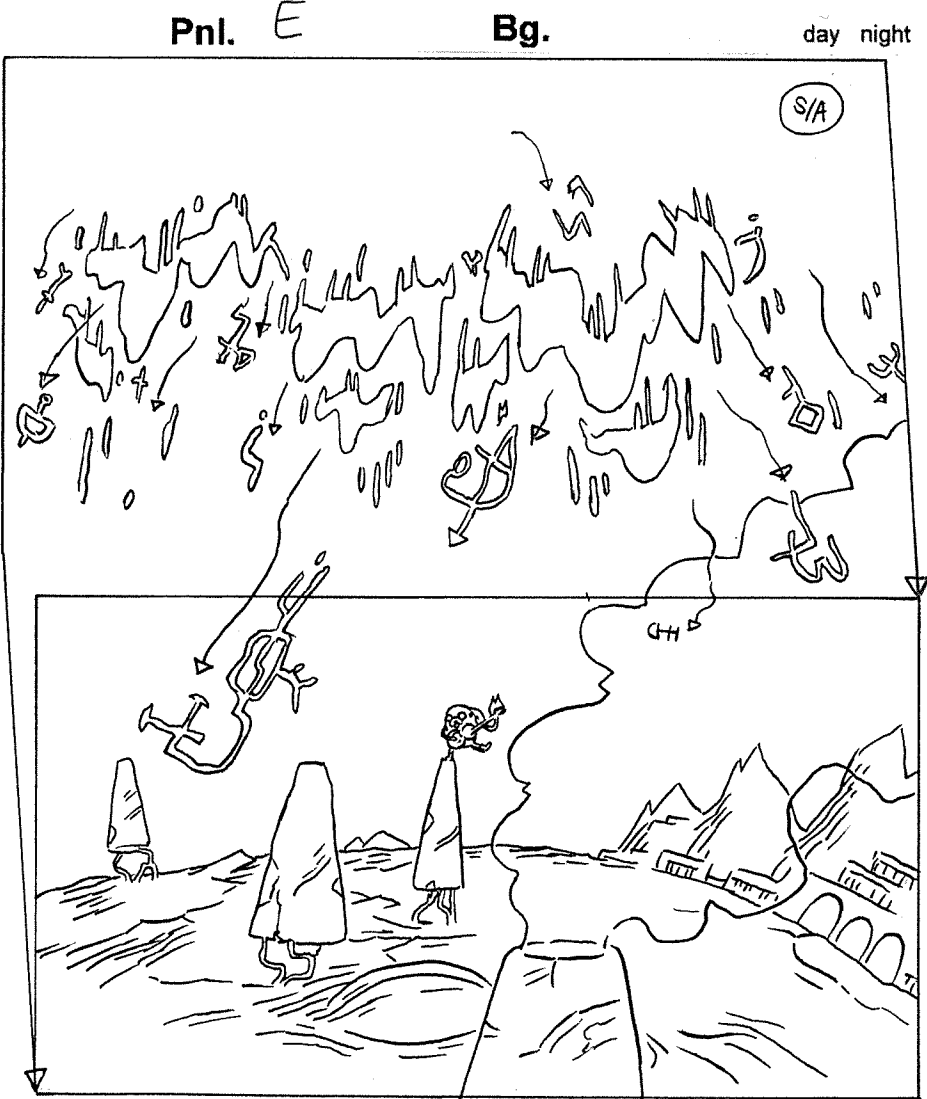
SFX: * POOM!! *

Action: FIRESTONES EXPLODE INTO SHOWERS OF GLYPHS.

Timing:

START

PAN

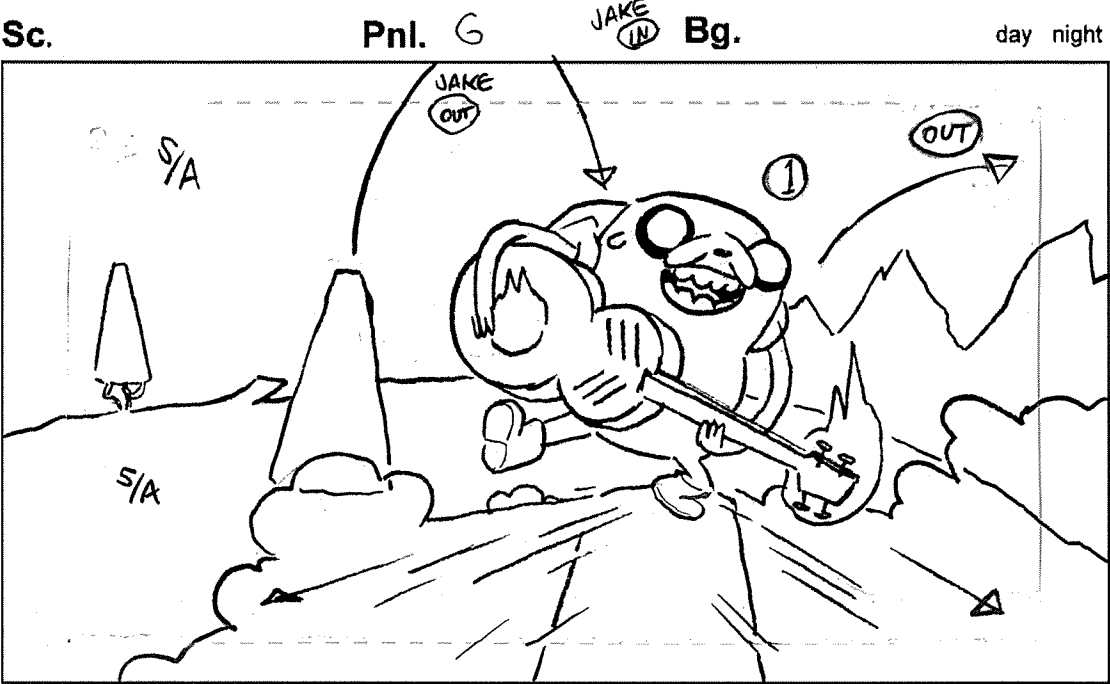
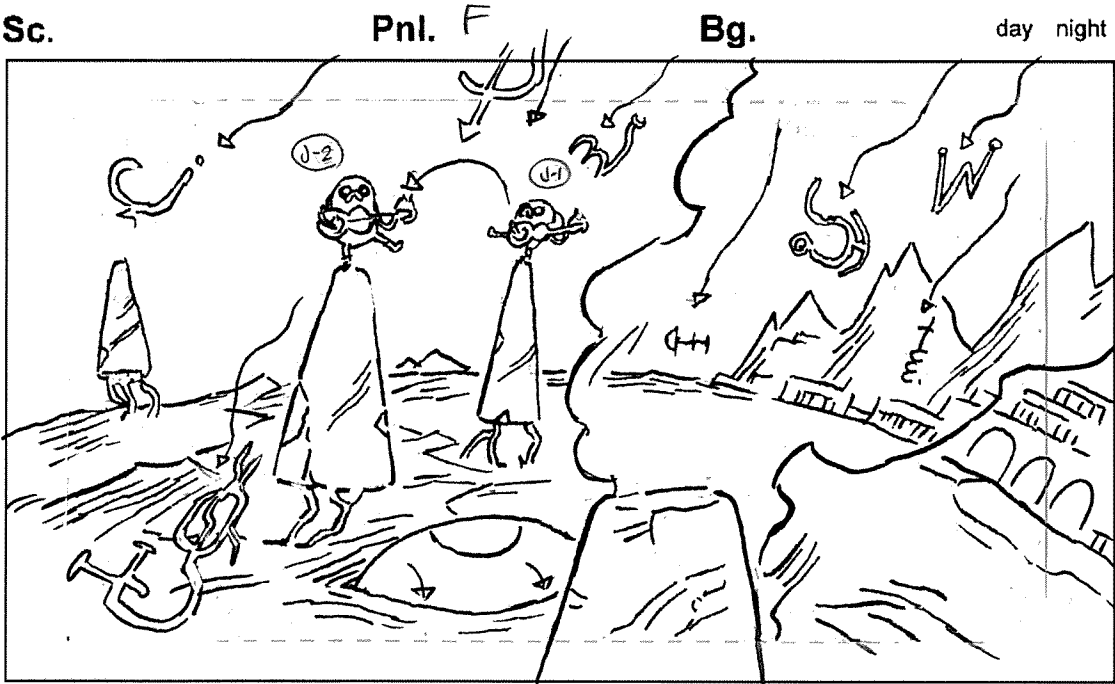


STOP

PAN W/
FALLING GLYPHS

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ADVENTURE TIME



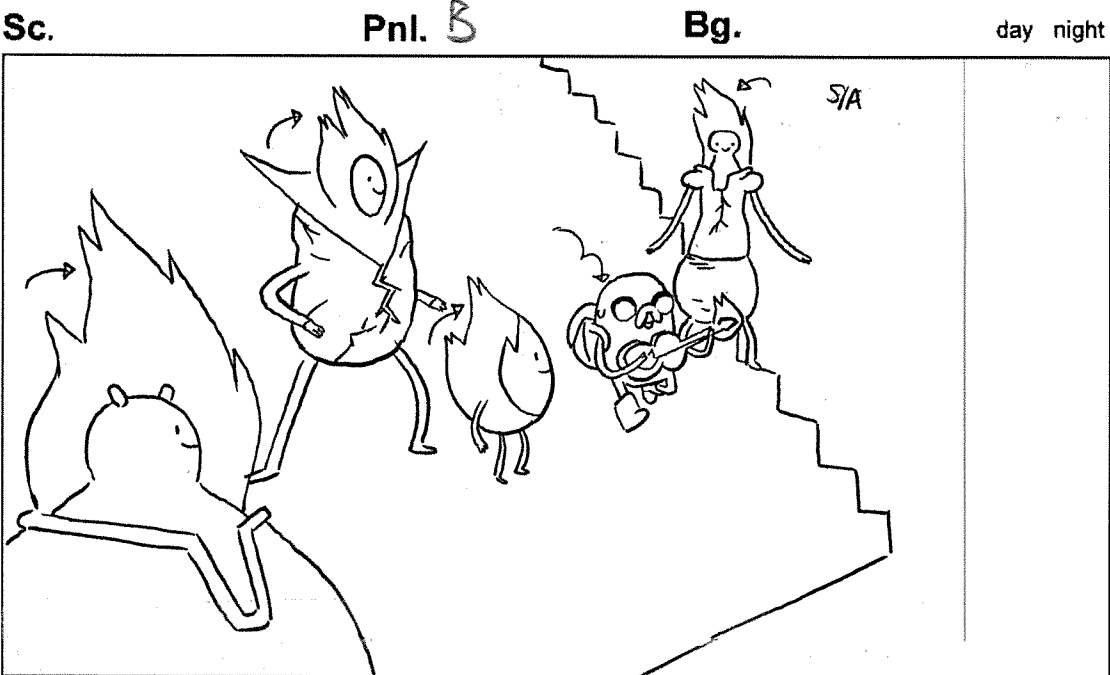
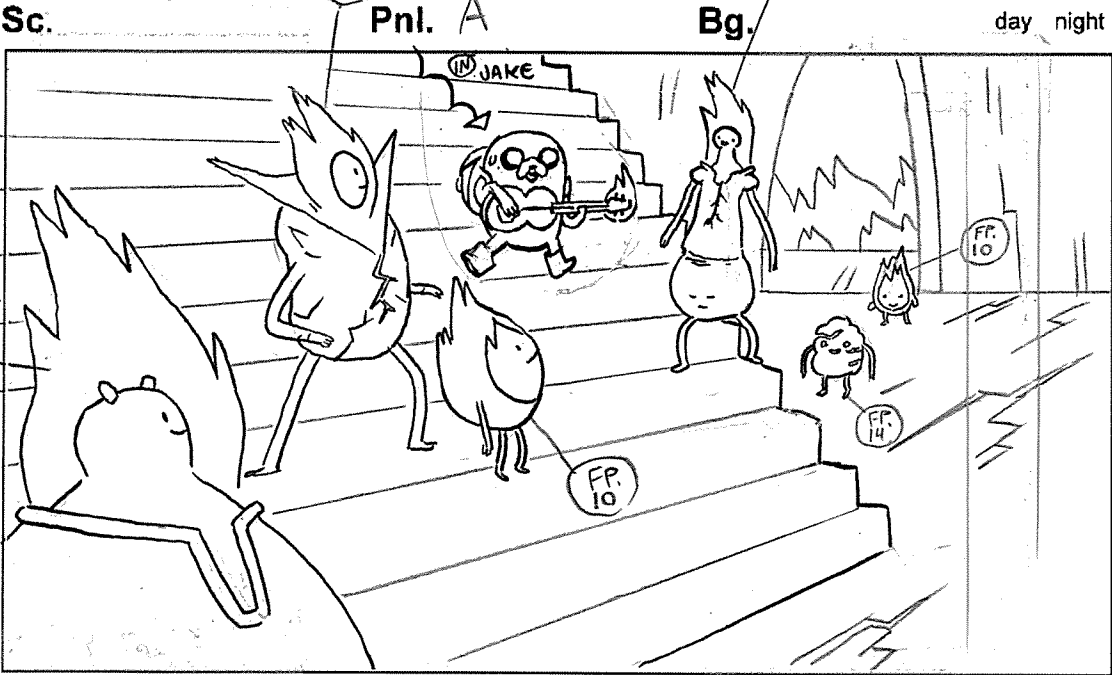
<p>Dialog:</p> <p>J: IT'S ... FIRE IS GONNA' CONSUME ME ...</p> <p>J: IF I KEEP ... WAITING FOR...</p>
<p>Action:</p> <p>JAKE LEAPS FROM FLOATING STONE TO STONE.</p> <p>JAKE LEAPS OFF/S</p>
<p>Timing:</p>

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ADVENTURE TIME



Page 120



Dialog:

J: ♪ THIS THING TO START ... ♪

J:

(IT'S LIKE WARM!)

ALL WARMED UP INSIDE ... ♪

Action:

JAKE DANCES DOWN BLEACHERS.

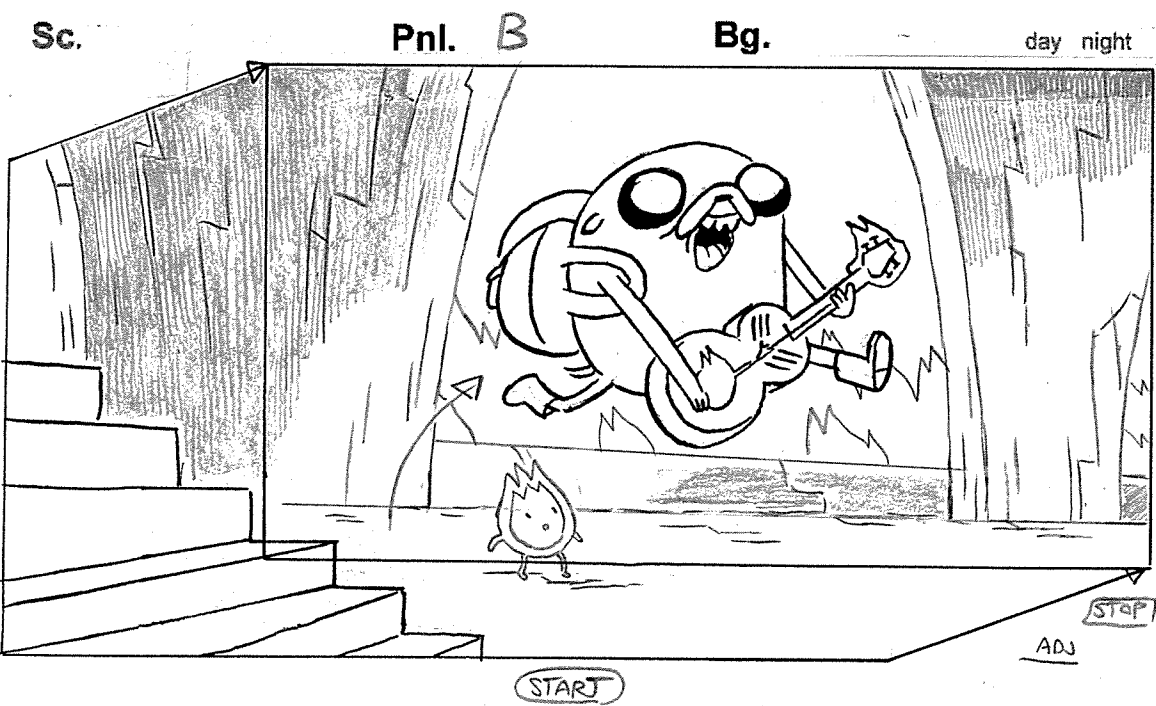
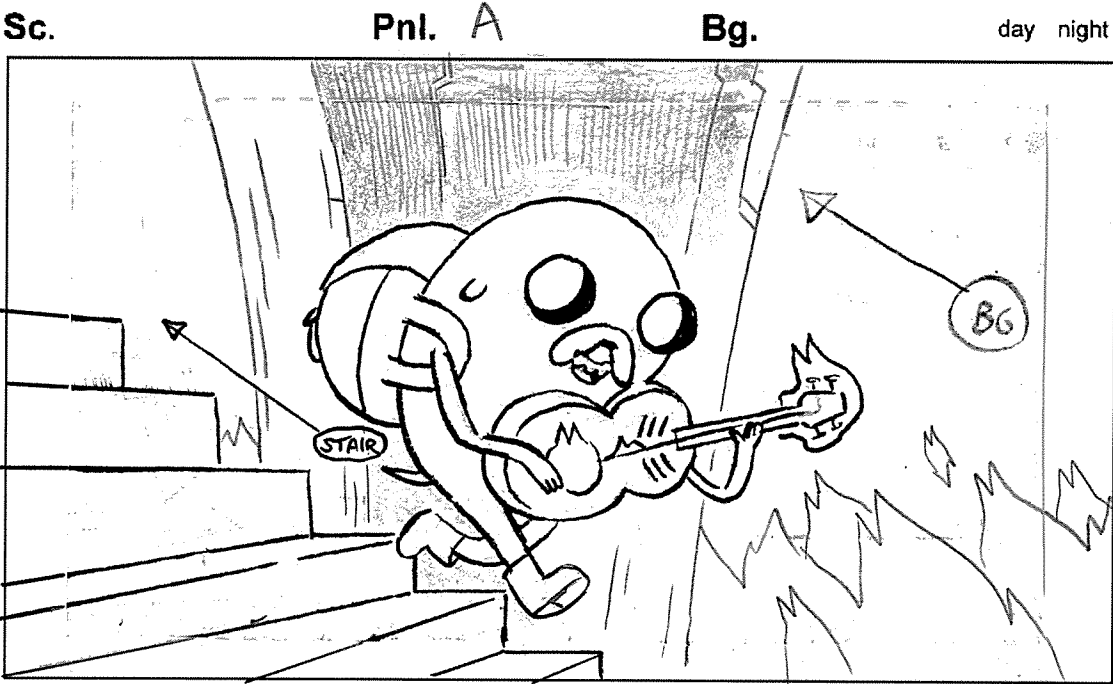
Timing:

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ADVENTURE TIME



Dialog:	J: ALL WARMED UP INSIDE ...	J: ALL WARMED UP ...
Action		
Timing:		

EPISODE # 100874
Production :

ADVENTURE TIME



Sc. Pnl. Bg.

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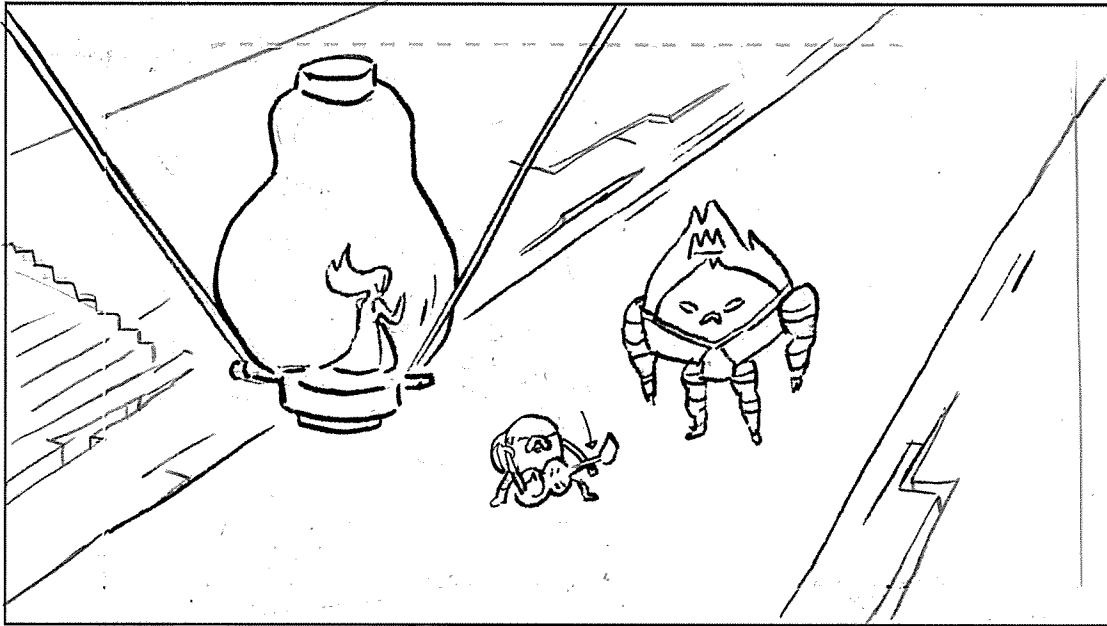
Dialog:

↓: INSIIIII ... ↑

Action:

Timing:

Sc. Pnl. A Bg. day night



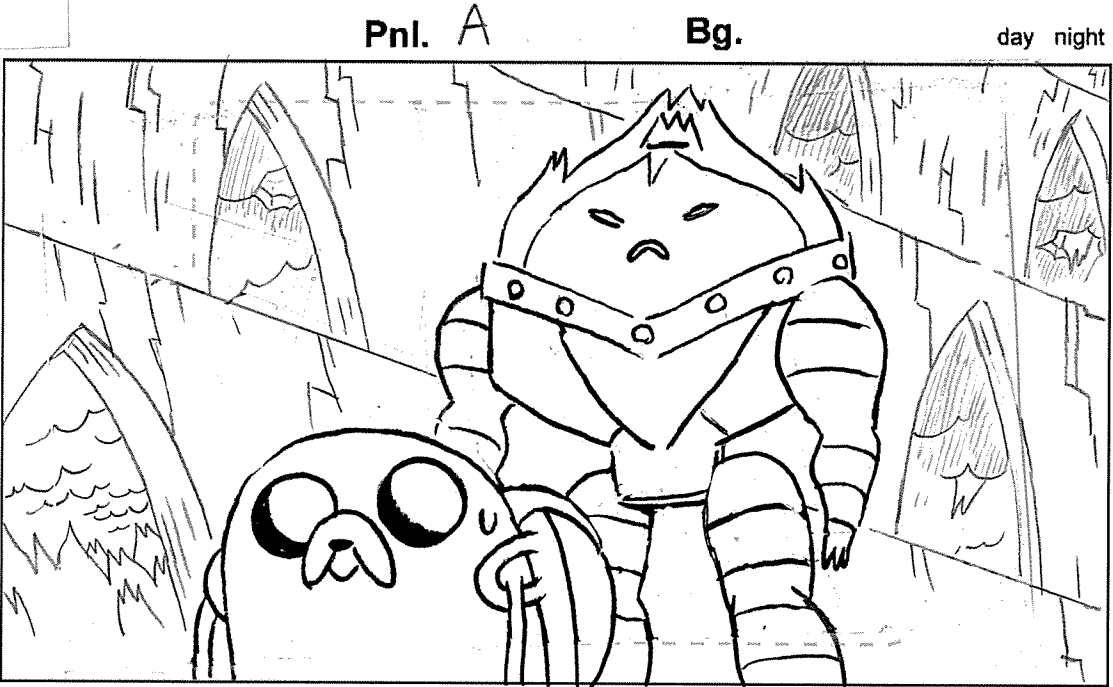
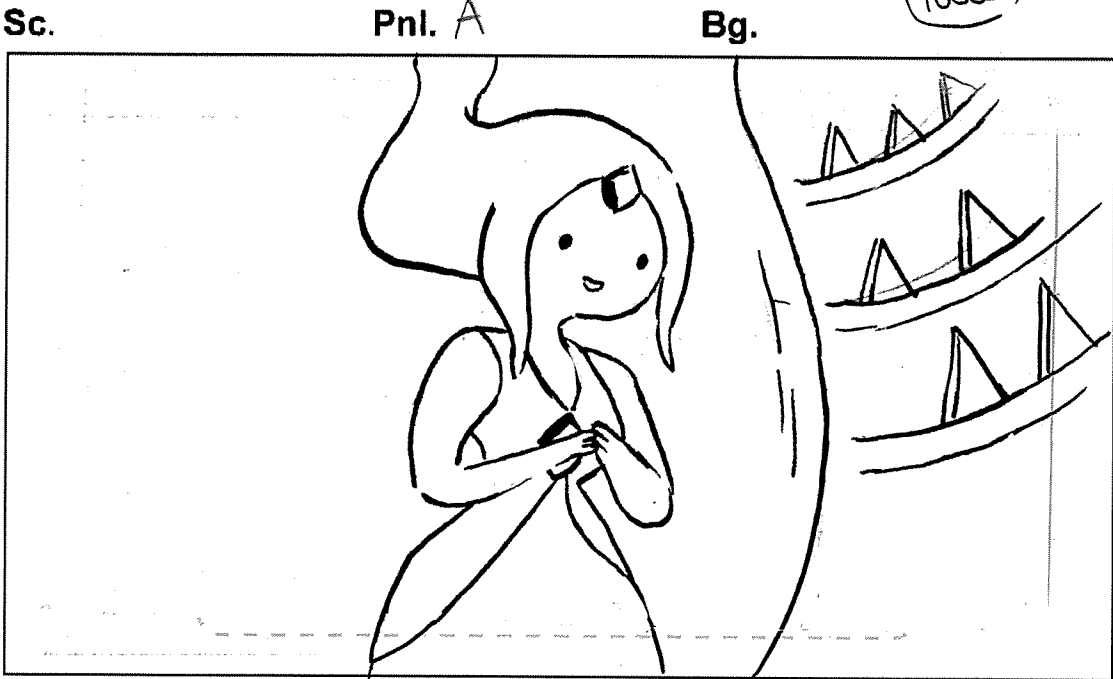
↓: ... IIIIDE. ↑

EPISODE # 100874

Production :

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ADVENTURE TIME

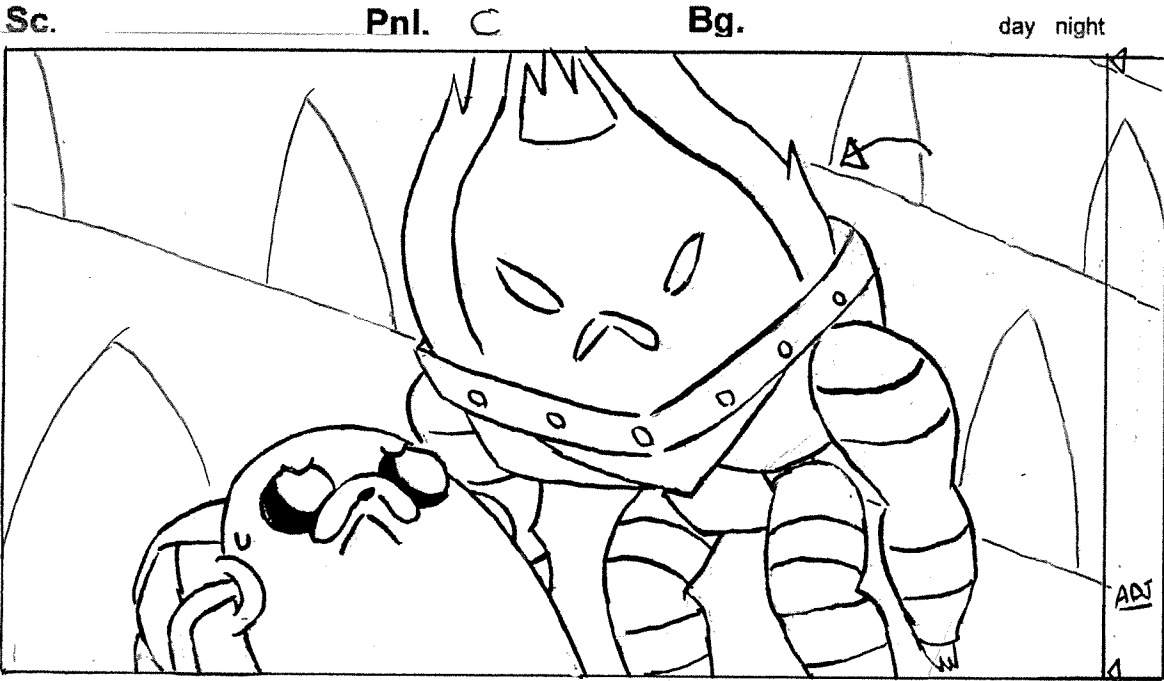
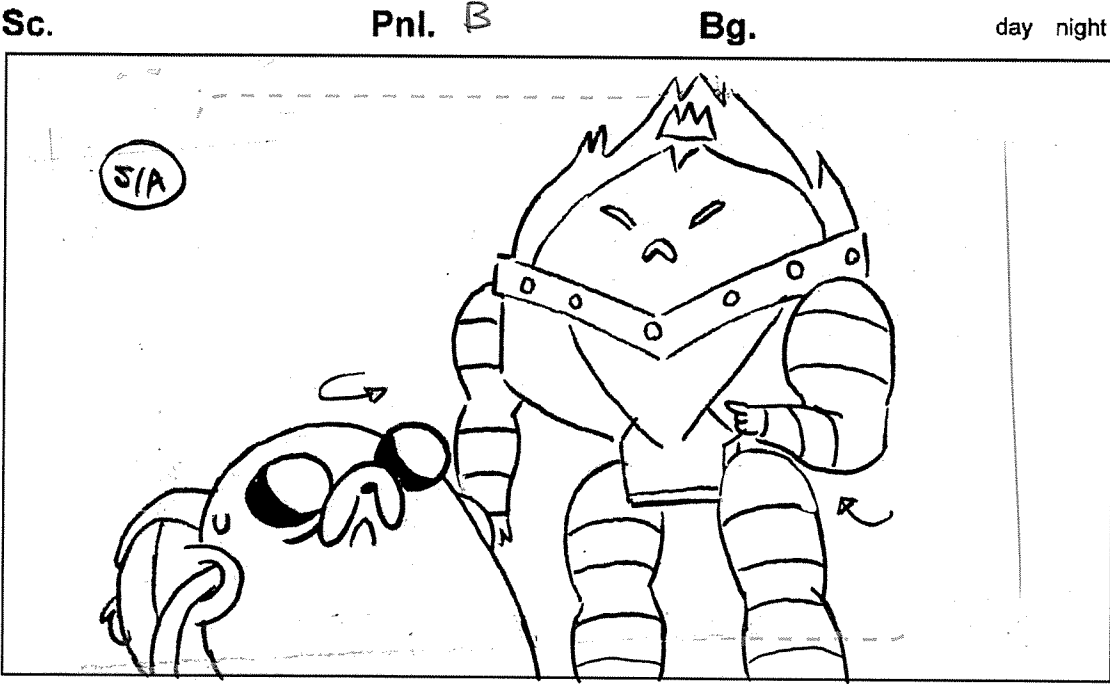


Dialog:	
<u>FP</u> : [SWOONING SIGH]	<u>FK</u> : (SKEPTICAL) "A FIRE INSIDE MY BODY?"
<u>SFX</u> : * CLAPPING *	
Action:	
Timing:	

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ADVENTURE TIME



Dialog:	FK: THOSE LYRICS ARE PORNOGRAPHIC...	STOP FK: I AM <u>DISGUSTED</u> ...
Action:	JAKE TURNS TOWARDS FLAME KING.	FLAME KING LEANS IN CLOSE.
Timing:		

START

Production :

EPISODE #

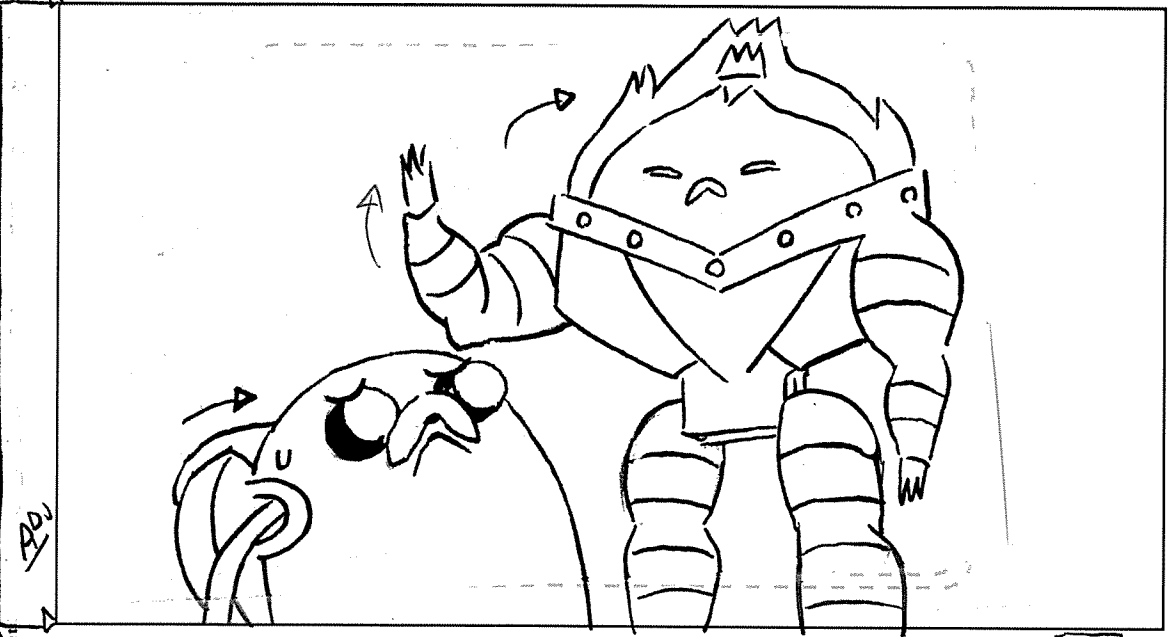
100874

ADVENTURE TIME



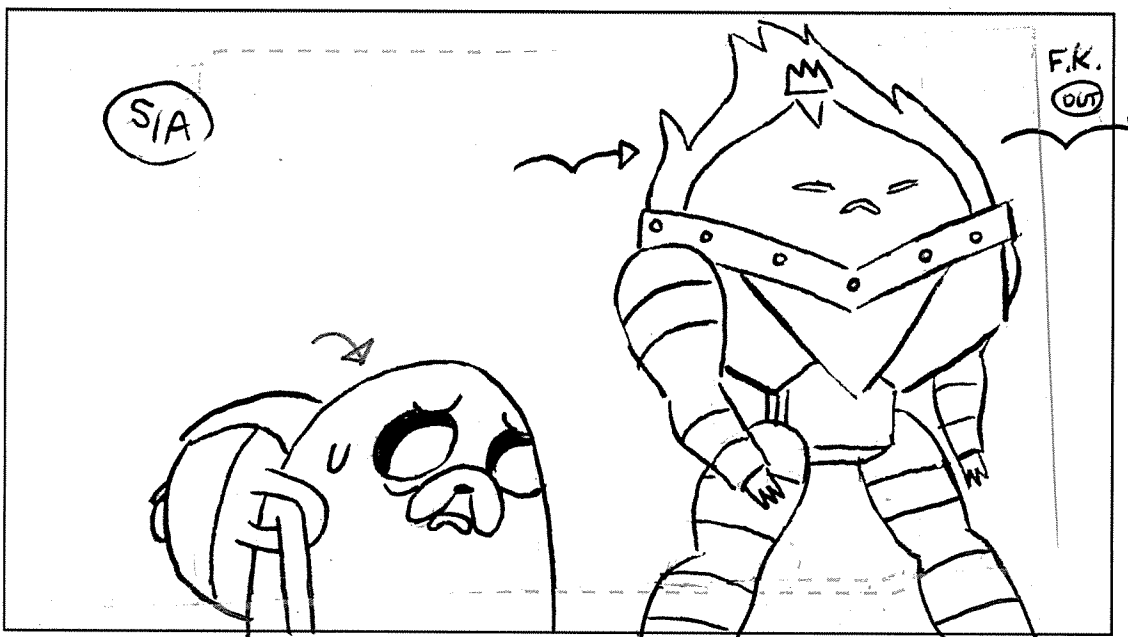
or transferred.

Sc. Pnl. D Bg. day night



STOP

Sc. Pnl. E Bg. day night



Dialog: FK: GIVE ME YOUR 3RD TERRIBLE GIFT... FK: AND BE ON YOUR WAY.

Action: . FLAME KING DRAWS BACK. . ADJ W/ ACTION.

Timing:

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ADVENTURE TIME



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Sc. Pnl. F Bg. day night

Sc. Pnl. G Bg. day night

Dialog:	J: OH, FINN. I'M SORRY, BRO.
Action:	JAKE HOLDS UP THE HOLO-PROJECTOR.
Timing:	

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

F! (sobbing)

Action:

Timing:

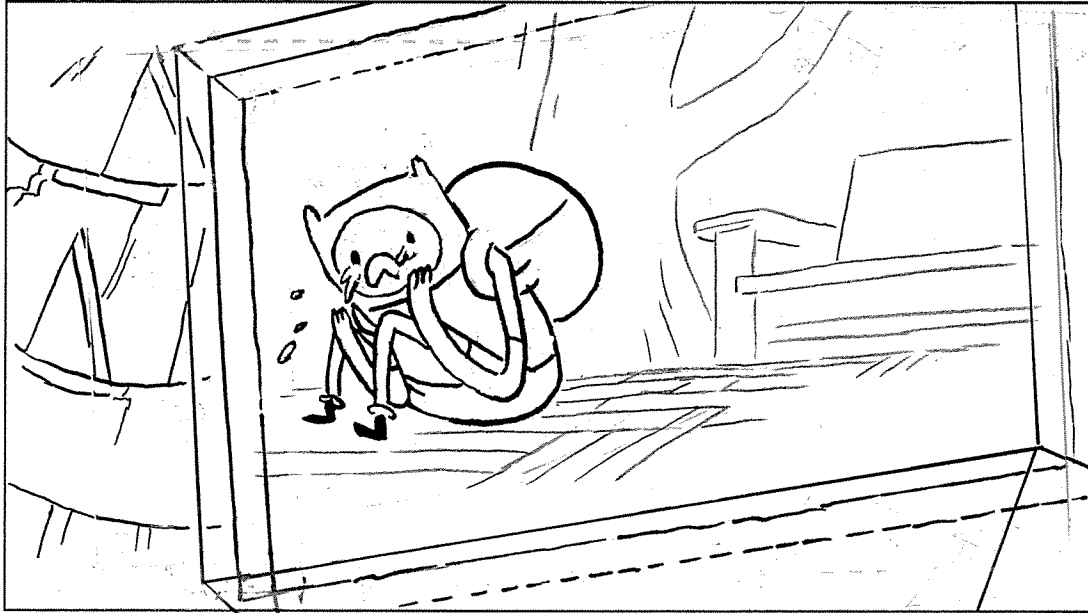
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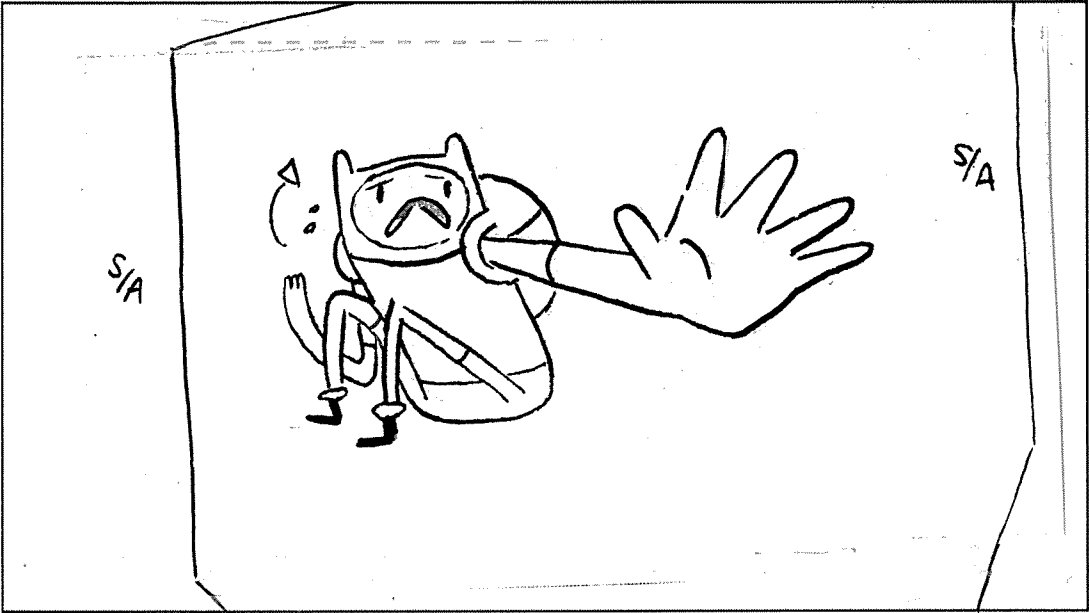
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

E: (WEAKLY) BEEMO, GO AWAY ...

E: LEAVE ME TO MY UNSPEAKABLE GRIEF...

Action:

FINN SITS AND WEEPS.

FINN THRUSTS HIS HAND OUT DRAMATICALLY.

Timing:

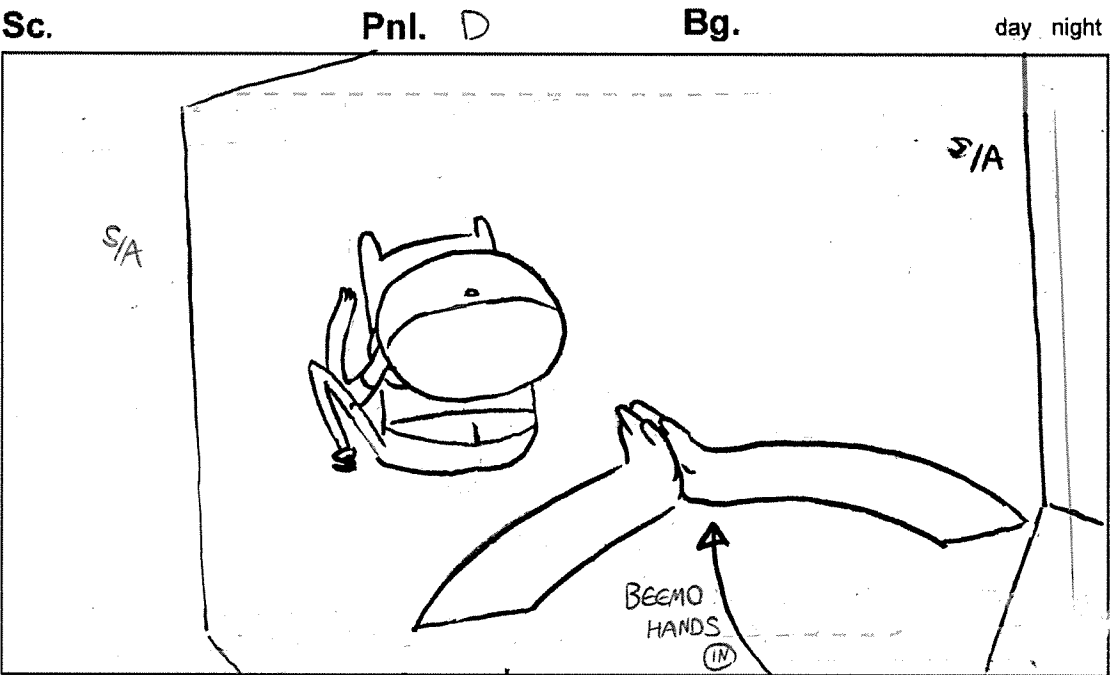
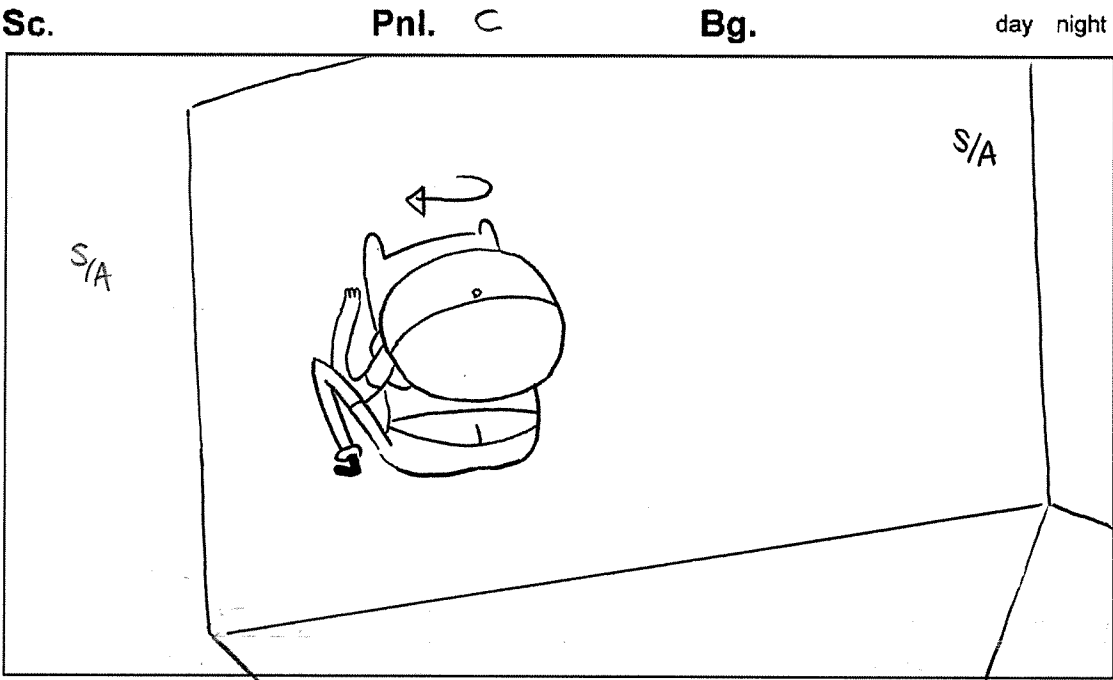
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ADVENTURE TIME



Page 128



Dialog:

F: (CHOKING) MY SACRED TEARS ...

BEEMO: WOOP

Action:

• FINN TURNS AWAY

• BEEMO RAISES HIS HANDS INTO FRAME.

Timing:

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ADVENTURE TIME



Sc.	Pnl. E	Bg.	day night	Sc.	Pnl. F	Bg.	day night

Dialog:	<p>B: (o/s) DUCK- DUCK- DUCK ...</p> <p>SFX: [FOOTSTEPS]</p>	<p>SFX: [FOOTSTEPS SPEED UP]</p>
Action:	<p>• BEEMO WALKS TOWARDS FINN'S EXPOSED CRACK.</p>	
Timing:		

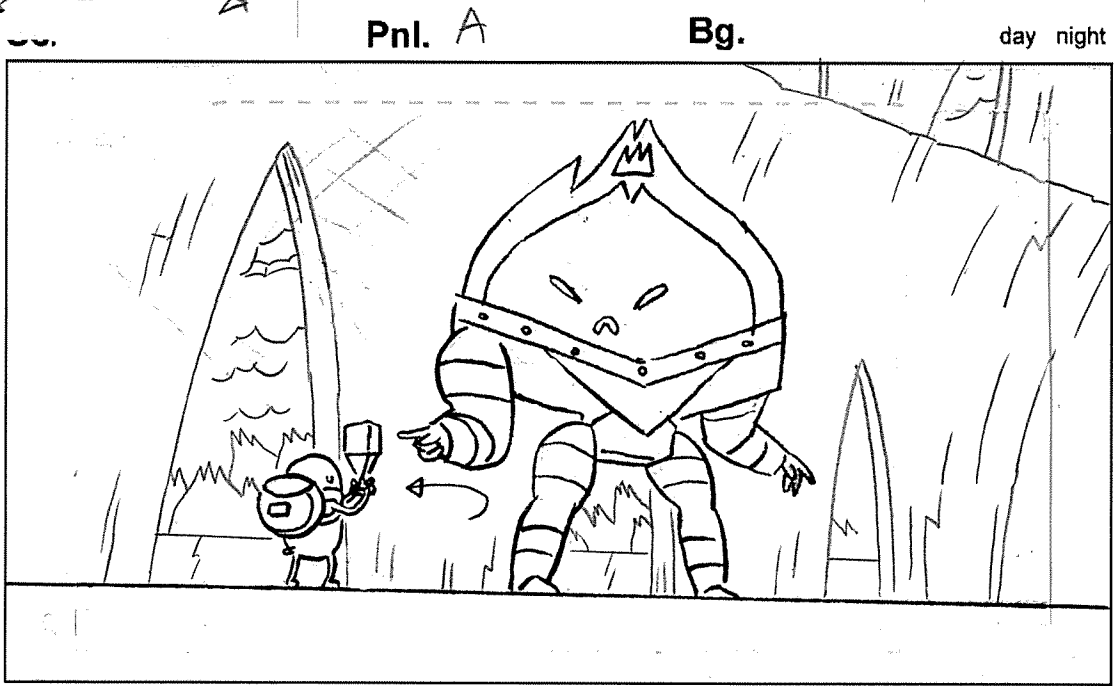
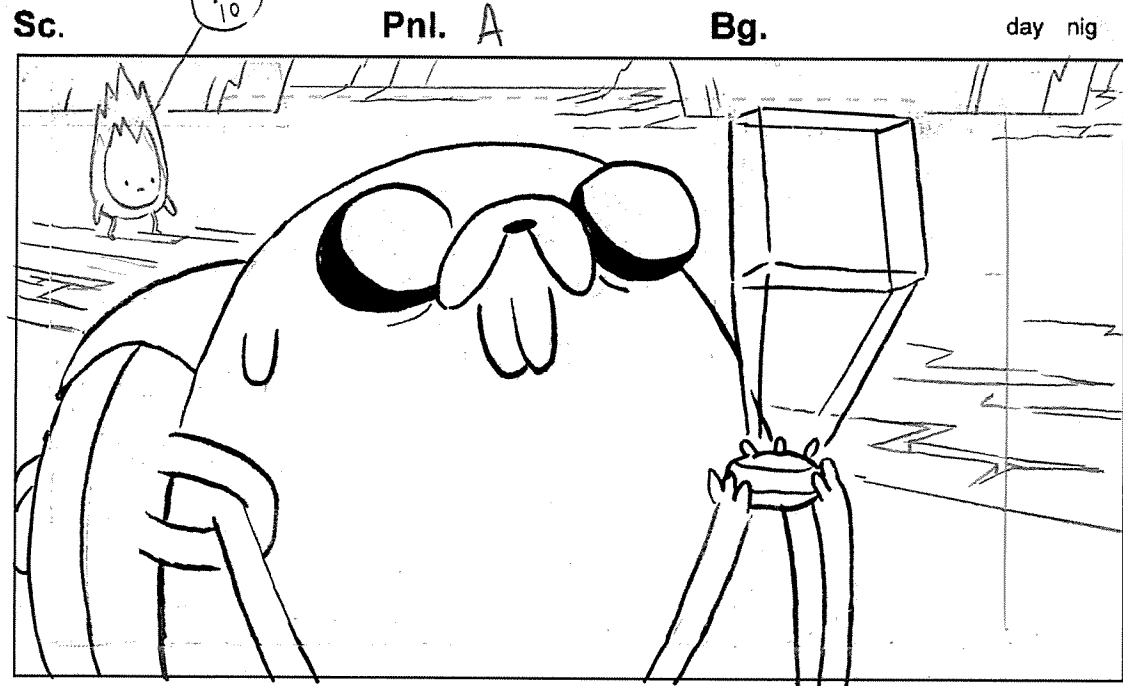
EPISODE # 100874
Production :

ADVENTURE TIME



~~BG~~

S.
POSES

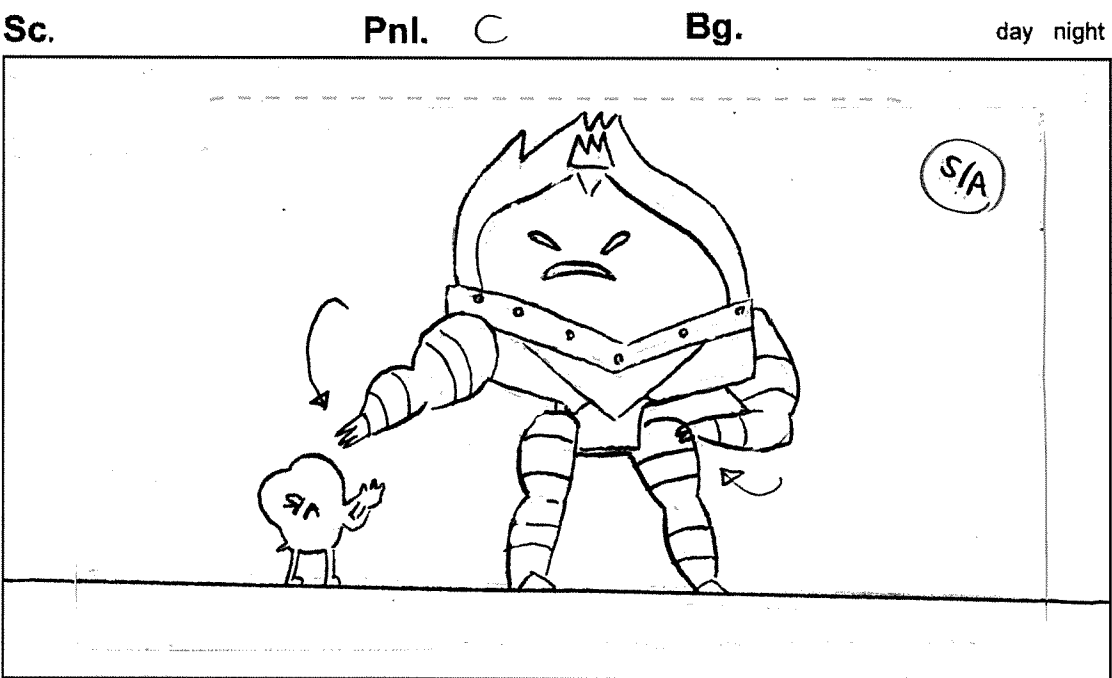
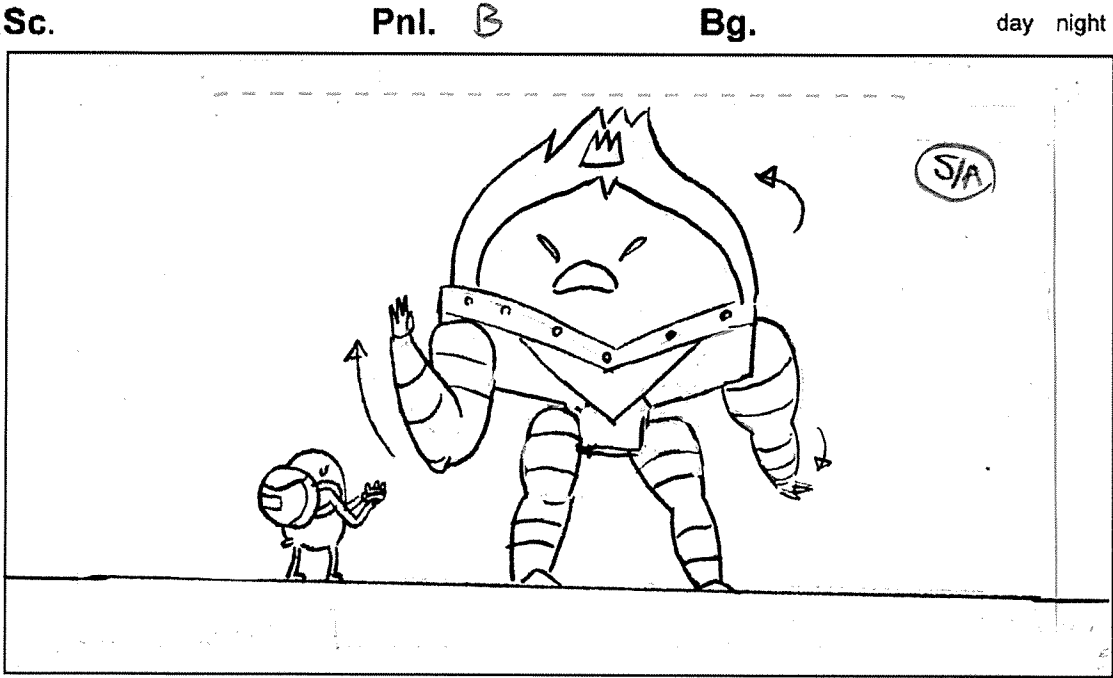


Dialog:	
B: (0/5) <u>GOOSE!!</u>	FK: IS THAT HIM? (HE LOOKS TERRIBLE)
E: (0/5) <u>AAHHH!!</u>	WHY ISN'T HE HERE ...
Action:	
Timing:	

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ADVENTURE TIME



Dialog:	<u>FK</u> : ... WHY DID HE SEND HIS IDIOT ...	<u>FK</u> : LEAVE NOW, IDIOT, FOR YOU HAVE <u>FAILED</u> ..
Action:		
Timing:		

100874

EPISODE #

Production :

ADVENTURE TIME

BG

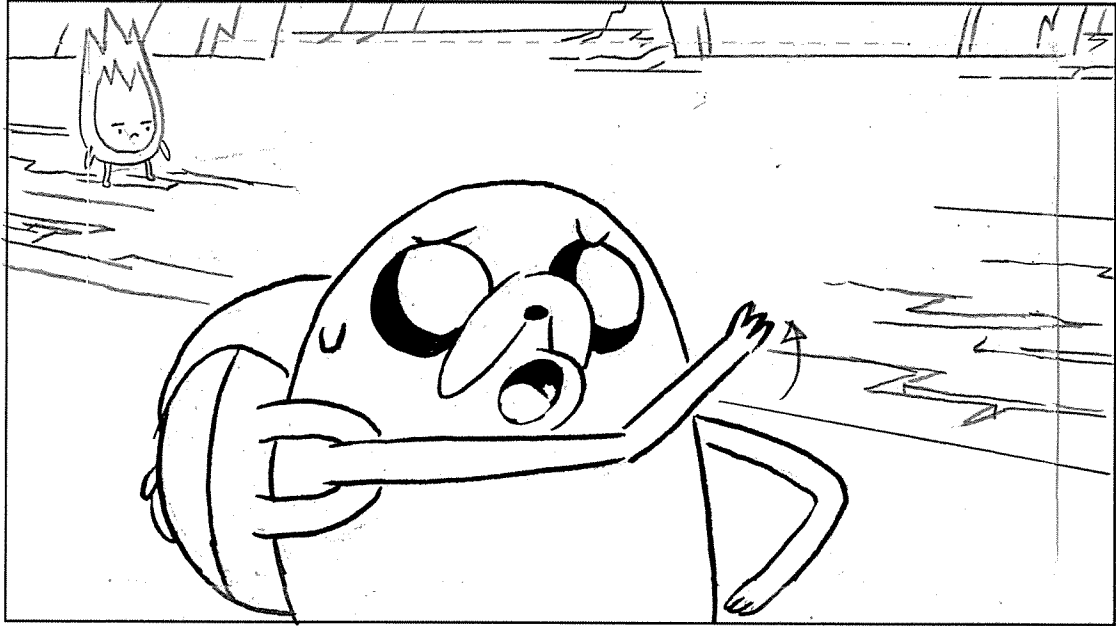
S.P.



Sc.

Pnl. A

Bg.

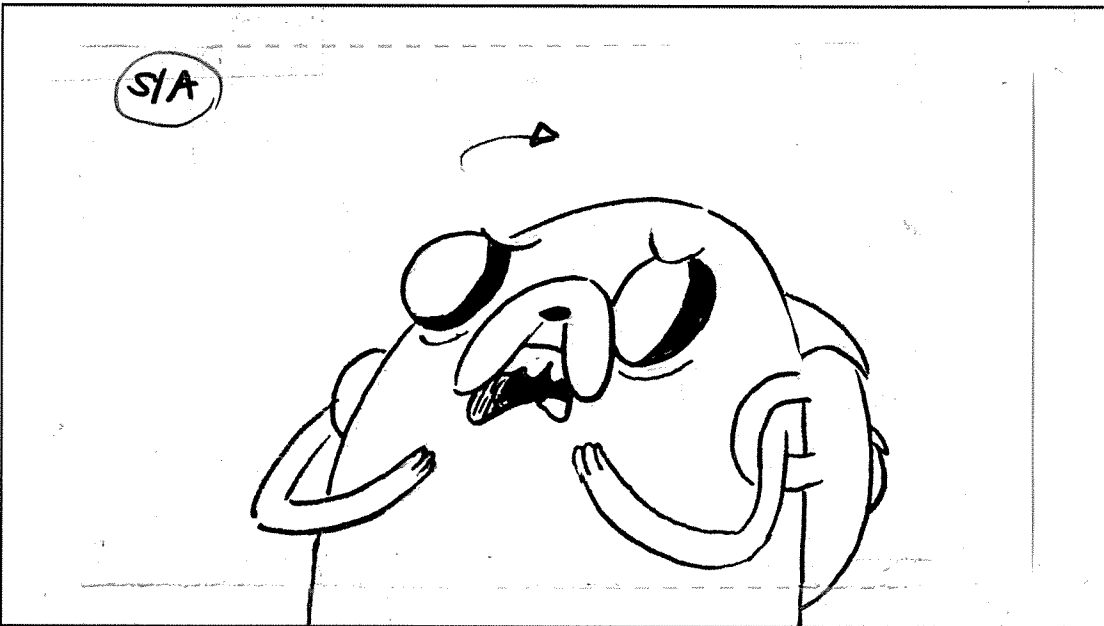


Sc.

Pnl. B

Bg.

day night



Dialog:

J: NO, WAIT,--

SFX: * TWANG *

J: EH!! URM!!

Action:

Timing:

100874

EPISODE #

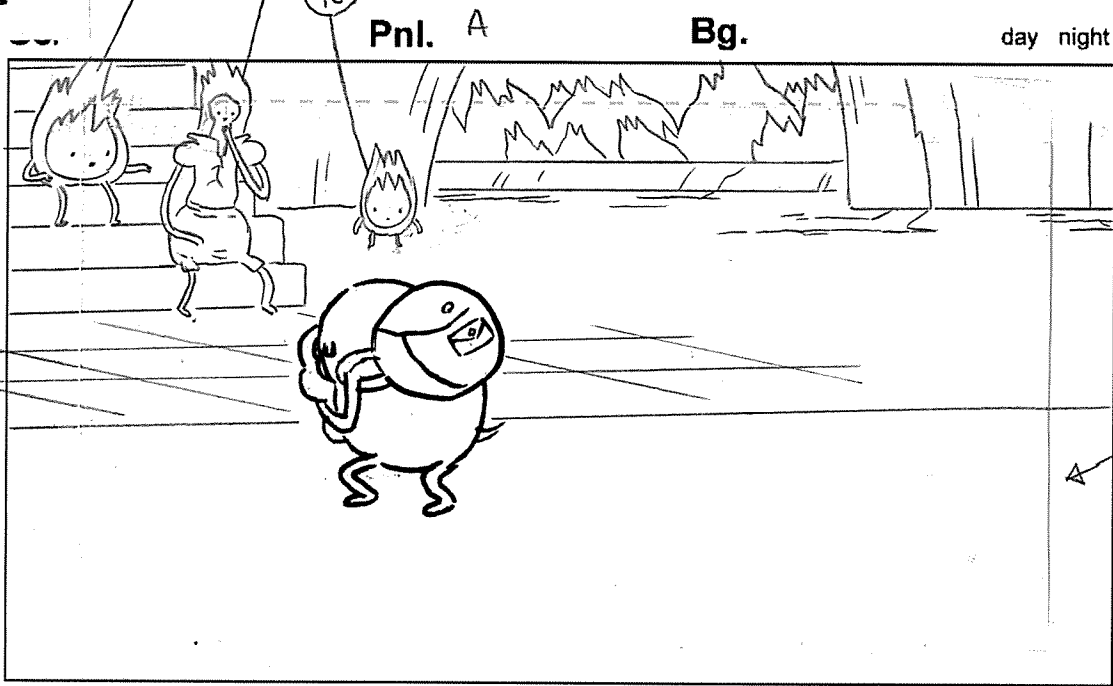
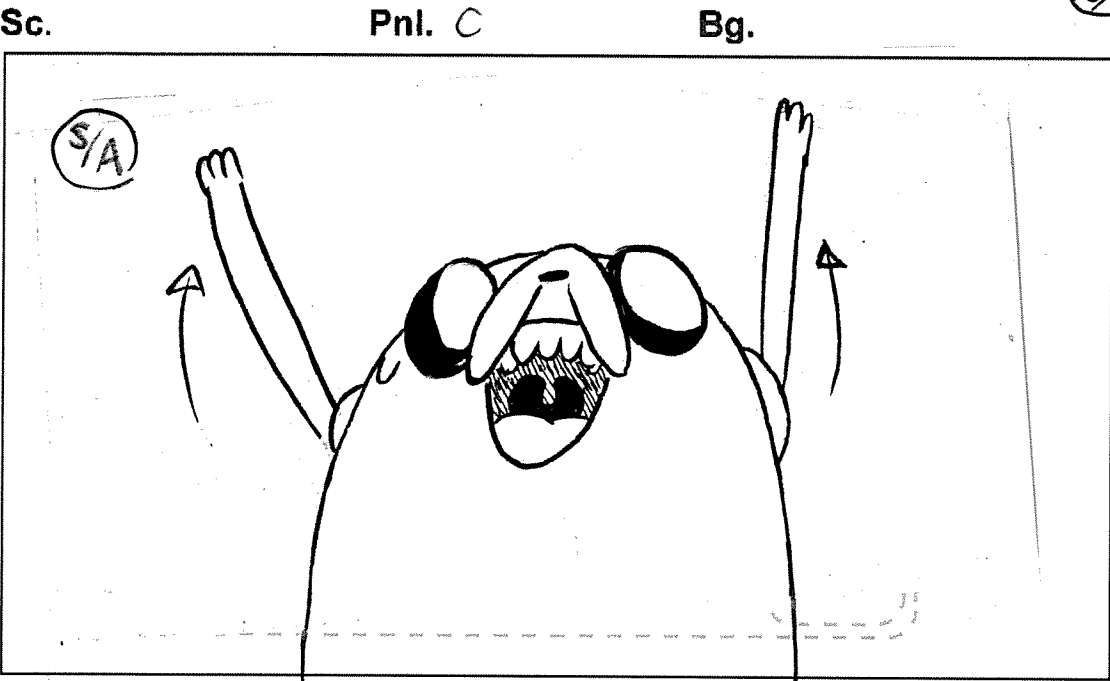
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ADVENTURE TIME

Hook-up

~~BG~~ →



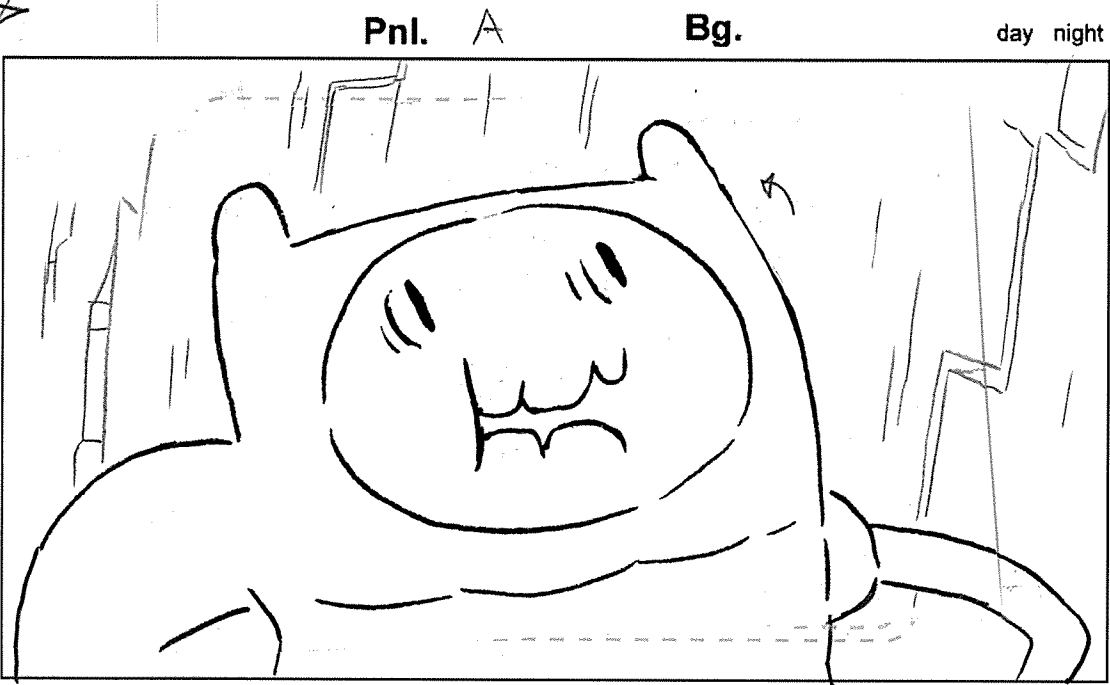
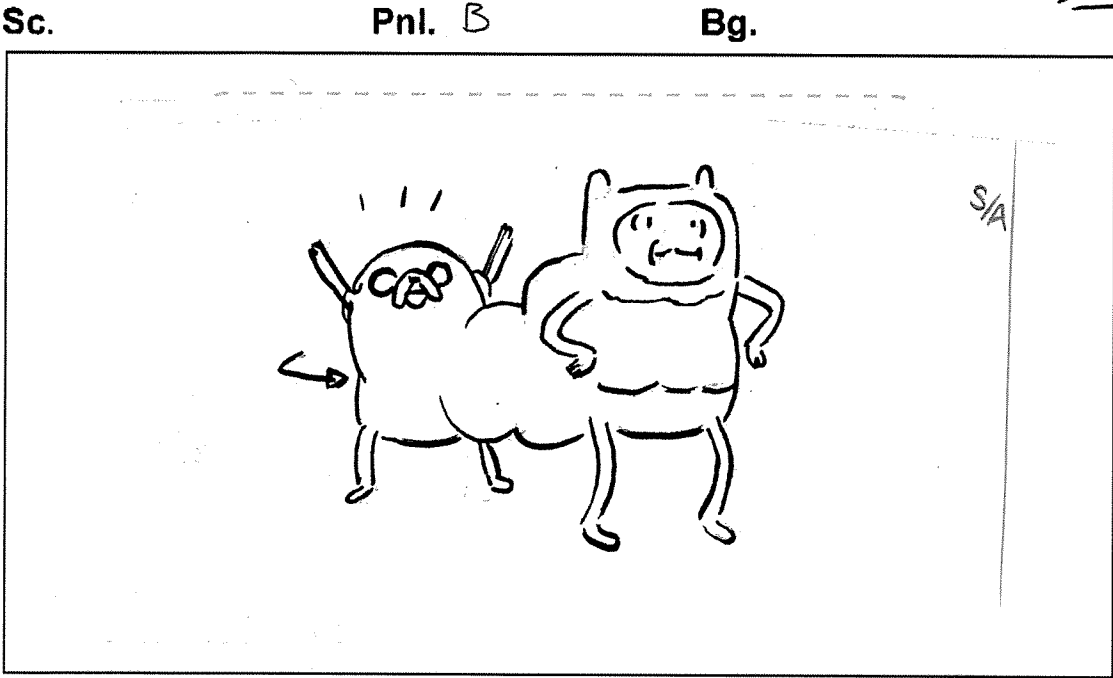
Dialog:	↓: PRINCE FINN IS HERE!!	↓: HE'S RIGHHHT...
Action:	JAKE TURNS AWAY AND MANIPULATES HIS STOMACH.	
Timing:		

100874

EPISODE #

Production :

ADVENTURE TIME



Dialog:

J: HERE !!!

J: (FINN VOICE) GREETINGS, FLAME KING ...

Action: JAKE FORMS FLESH-FINN AND SWINGS IT AROUND.

Timing:

100874

EPISODE #

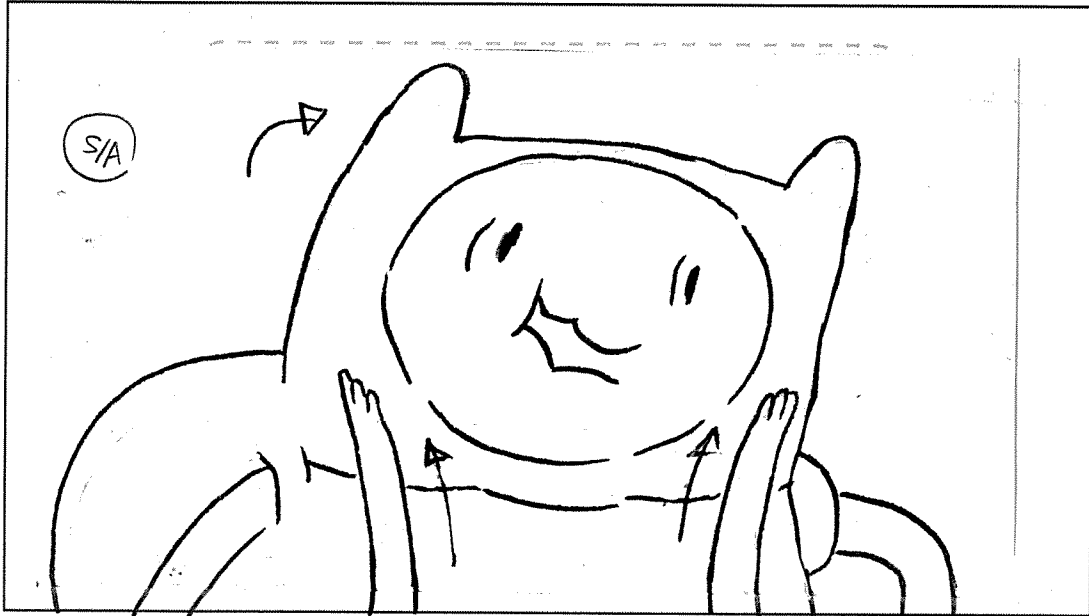
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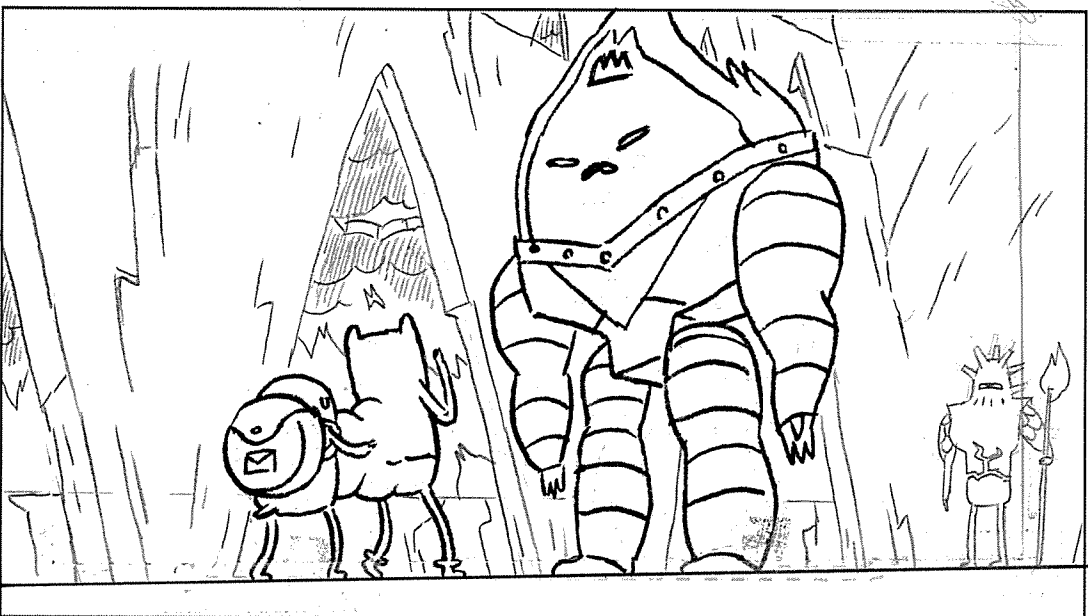
ADVENTURE TIME



Sc. Pnl. B Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

J: MY FINAL GIFT ...
IS YOUR FAVORITE THING IN THE WORLD!

SFX: * FLOP *

FK: ... A KOALA BEAR?

Action:

Timing:

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ADVENTURE TIME

S.P.

POSES

Page 136

Sc.

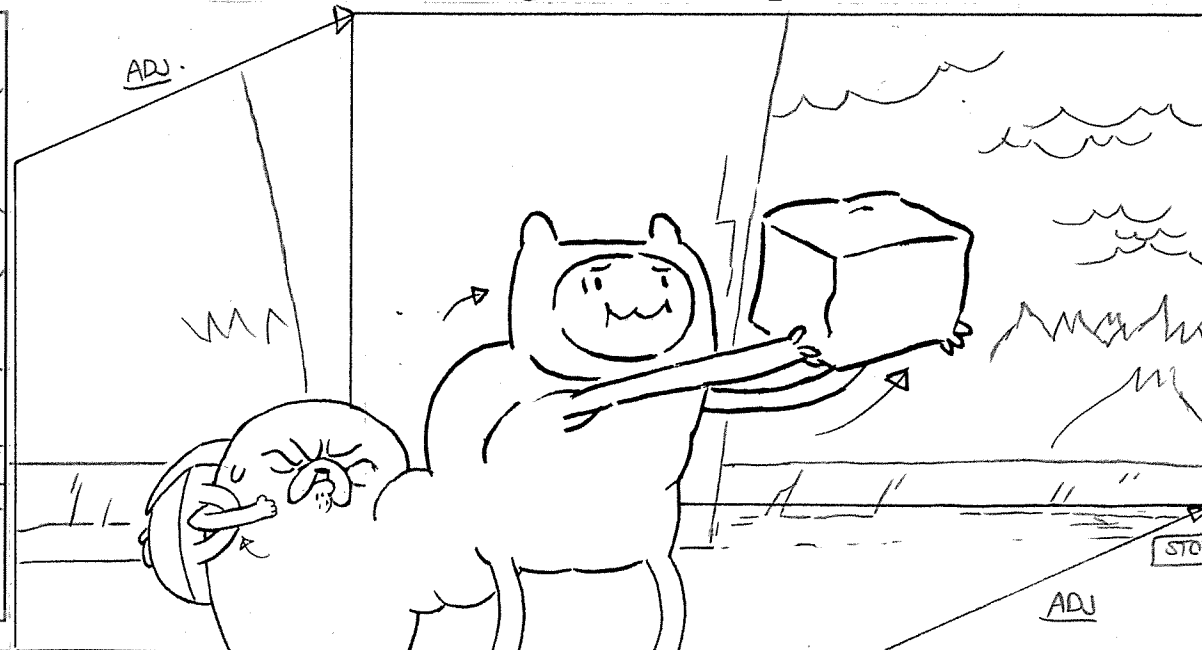
Pnl. A

Bg.

Pnl. B

Bg.

day night



Dialog:

J: (FINN) UH -- YES!

J: HRRR! HRRRR!!!!

SFX: * FLOP *

START

Action:

JAKE FORMS A BOX IN FLESH-FINN'S HANDS.

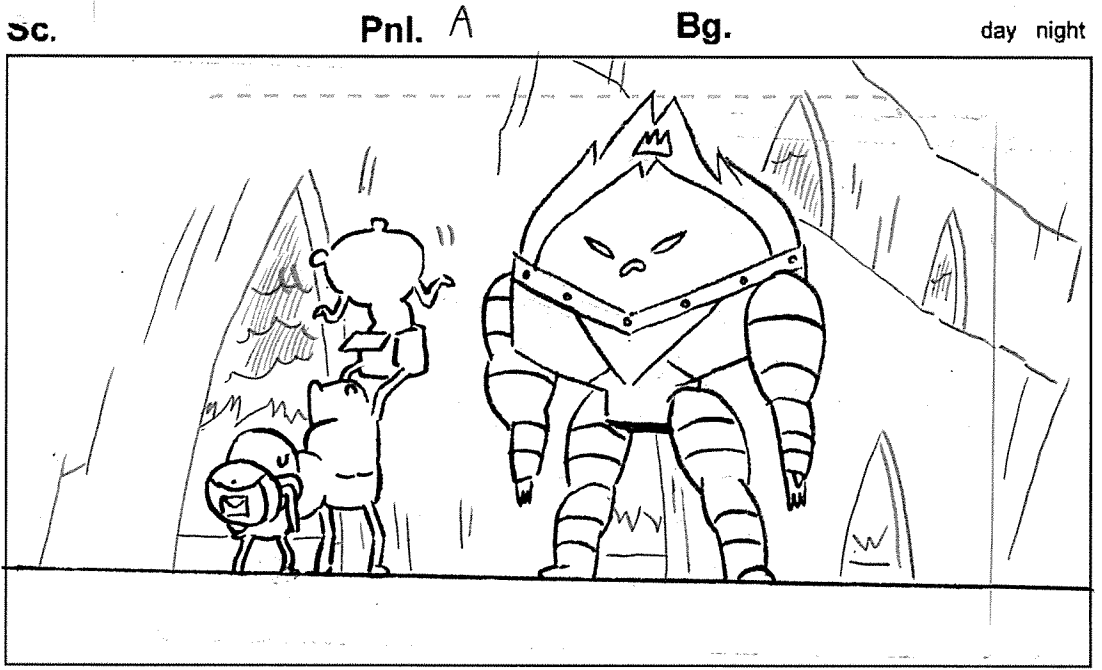
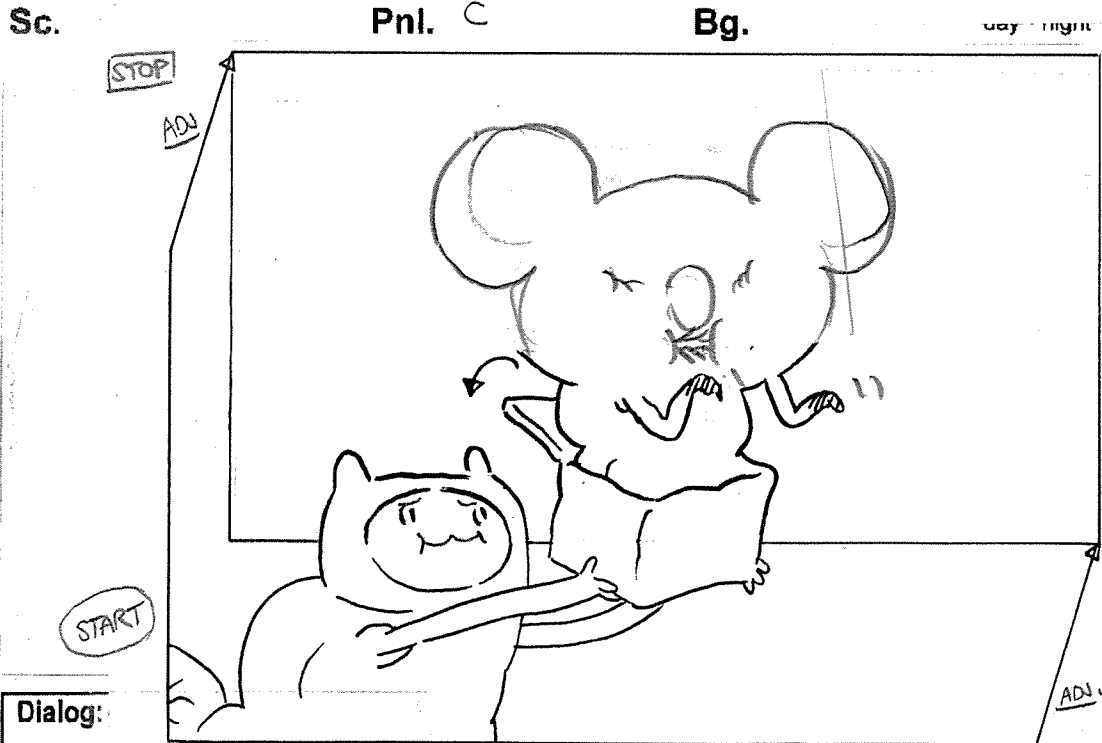
Timing:

Production :

EPISODE #

100874

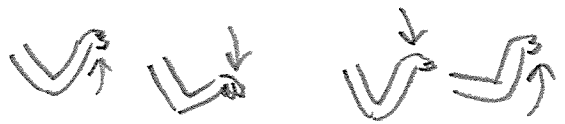
ADVENTURE TIME



Dialog:

J: (and the giant voice) evucaalyyp tuusss...
SFX: * SHLORKK!! *

Action:



(koala wiggles slowly)

Timing:

hands slowly move up
and down like a zombie.

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ADVENTURE TIME



Sc. Pnl. B Bg. day night

Sc. Pnl. C Bg. day night

Dialog:

FK: I DON'T LIKE KOALAS ANYMORE... FK: BEGONE!!

Action:

Timing:

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ADVENTURE TIME



Sc. Pnl. D Bg. day night

Sc. Pnl. E Bg. day night

Dialog:

SFX: * FWOOOSH!*

Action:

FLAME KING FLARES UP AND VANISHES

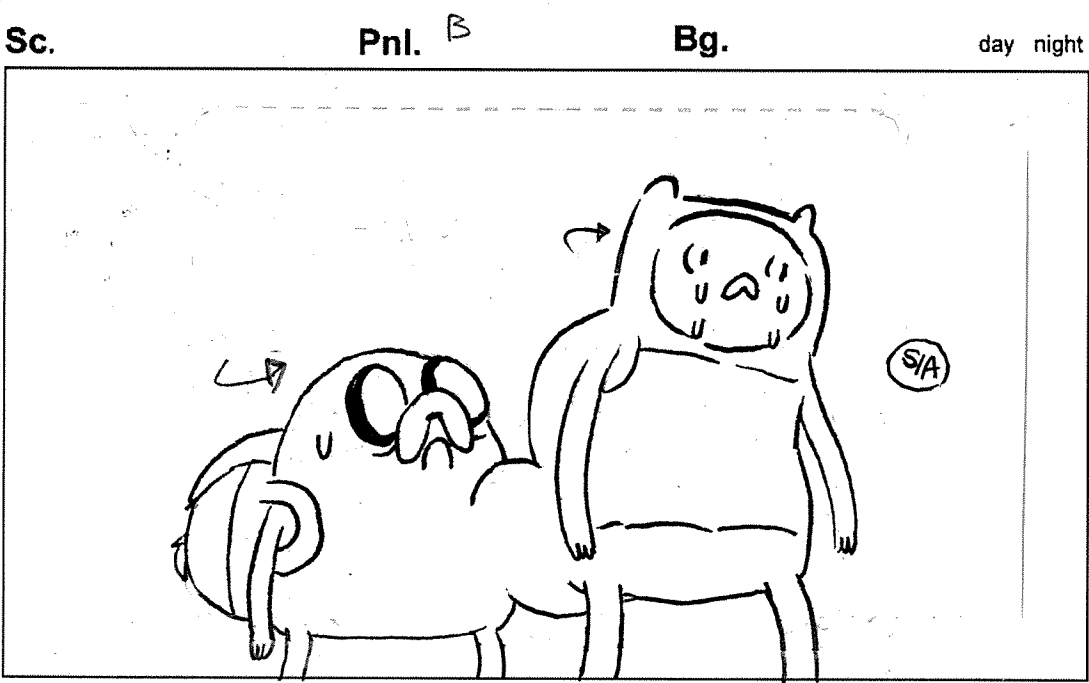
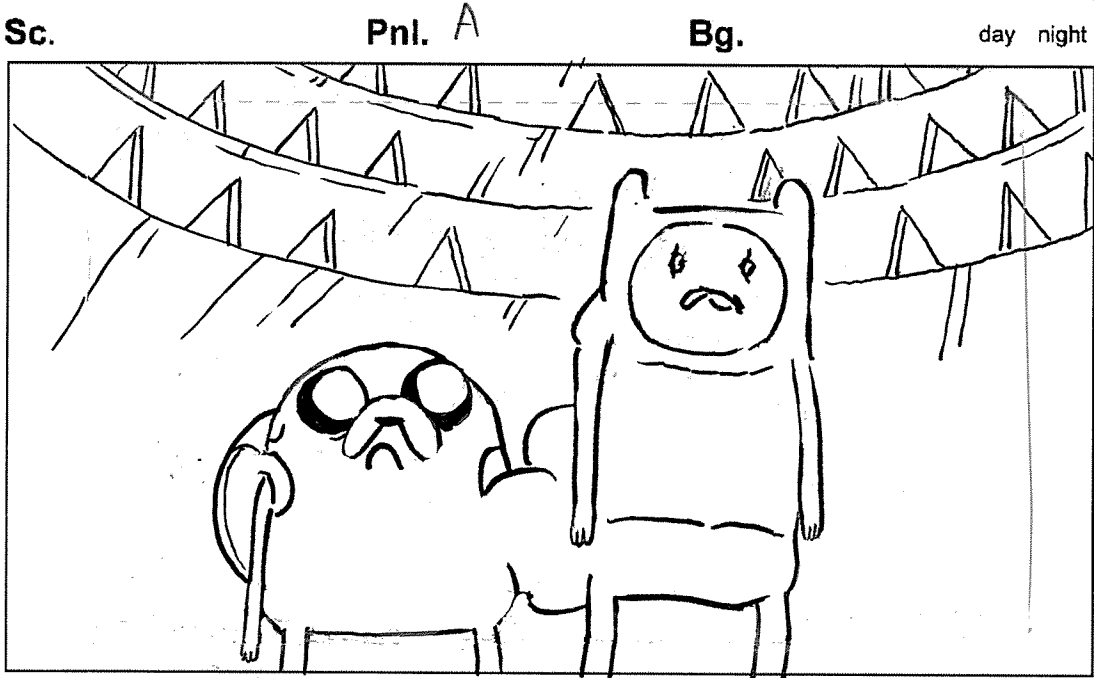
Timing:

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ADVENTURE TIME



Dialog:	↓: * ... SNFF-SNFF *
Action:	* FLESH-FINN BEGINS WEEPING FLESH-TEARS.
Timing:	

Production :
EPISODE # 100874

ADVENTURE TIME



Sc. Pnl. C Bg. day night

Sc. Pnl. D Bg. day night

Dialog:

J: DUUUUDE ...

J: DON'T CRY!

Action:

Timing:

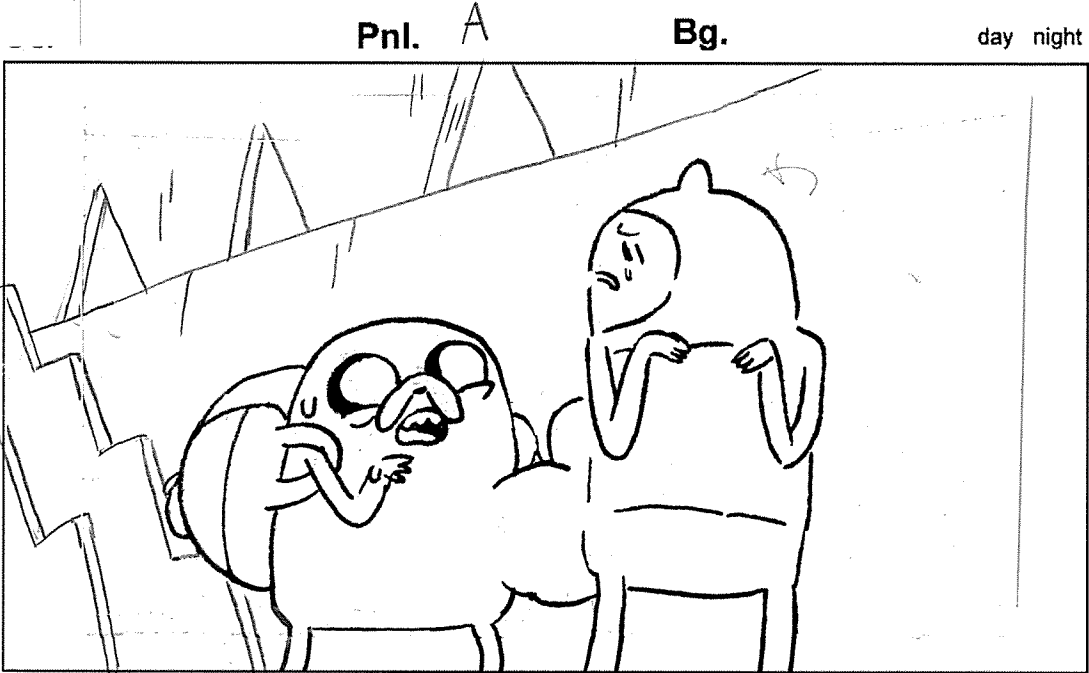
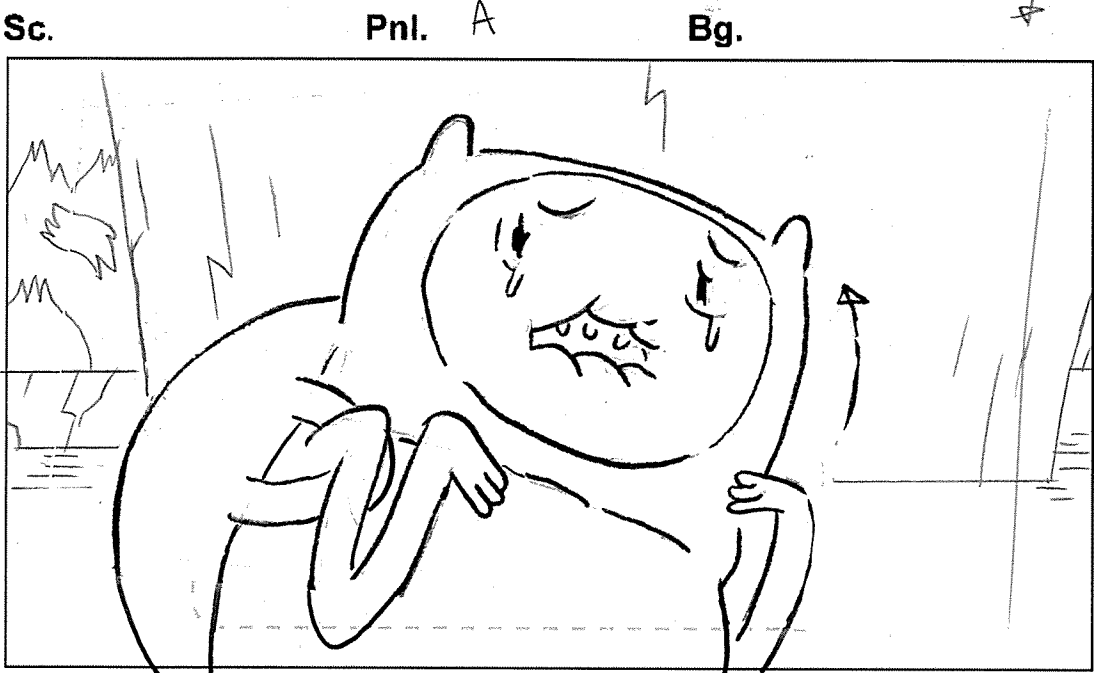
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ADVENTURE TIME

BG
POSES



Dialog:

J: (FINN) CAN'T HELP IT. I'M IN LOVE WITH BUBBLEGUM!

J: SHE'S TOO OLD FOR YOU

Action:

Timing:

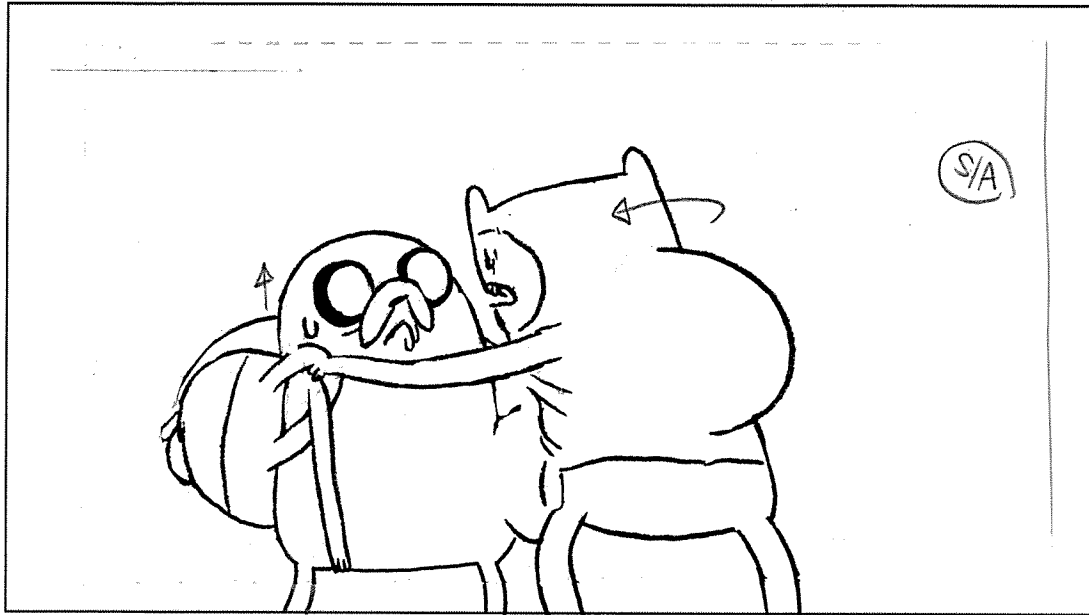
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ADVENTURE TIME



Sc. Pnl. B Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

↓: (FINN) I DON'T CARE!!

↓: C'MON, FLAME PRINCESS SEEMS INTO YOU.

Action:

·FLESH· FINN GRABS JAKE BY THE SHOULDERS.

Timing:

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ADVENTURE TIME

Sc.

Pnl. B

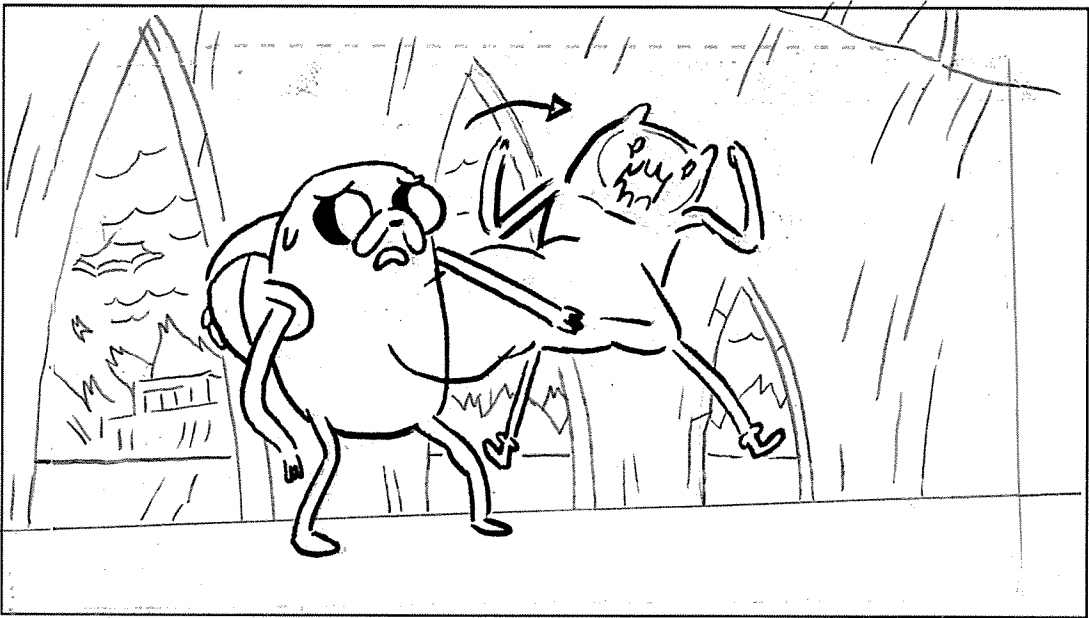
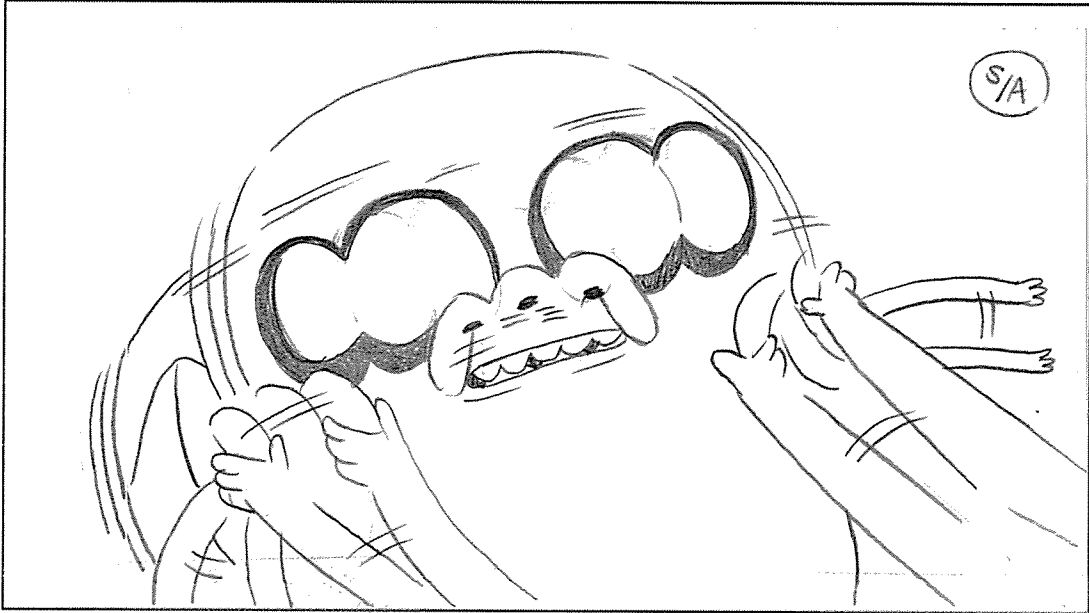
Bg.

B ROSE

BG
SP.

Pnl. A

Bg.



Dialog:

J : (FINN) NO-NO-NO

J : (FINN) ONLY BUBBLEGUM!!

Action:

FLESH-FINN SHAKES JAKE VIOLENTLY.

FLESH-FINN REARS BACK.

Timing:

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ADVENTURE TIME



Sc. Pnl. B Bg. day night

Sc. Pnl. C Bg. day night

Dialog:	↓:	↓: CW!
Action:	JAKE TRIES TO CALM FLESH-FINN	*CHOMP*
Timing:		FLESH-FINN BITES JAKE'S ARM

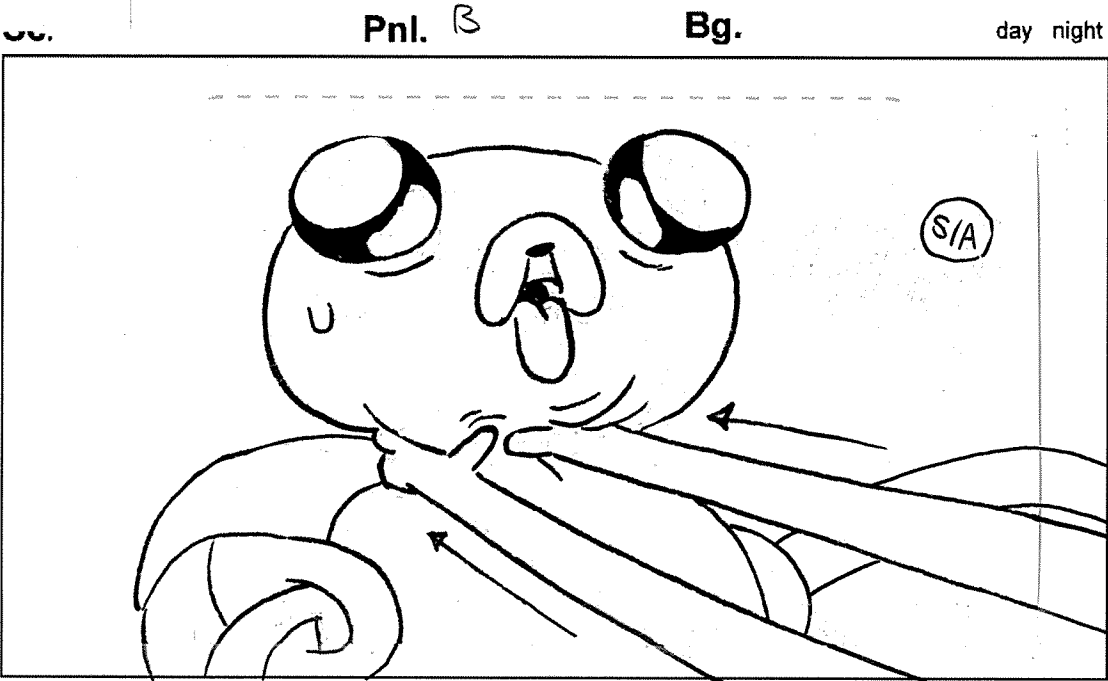
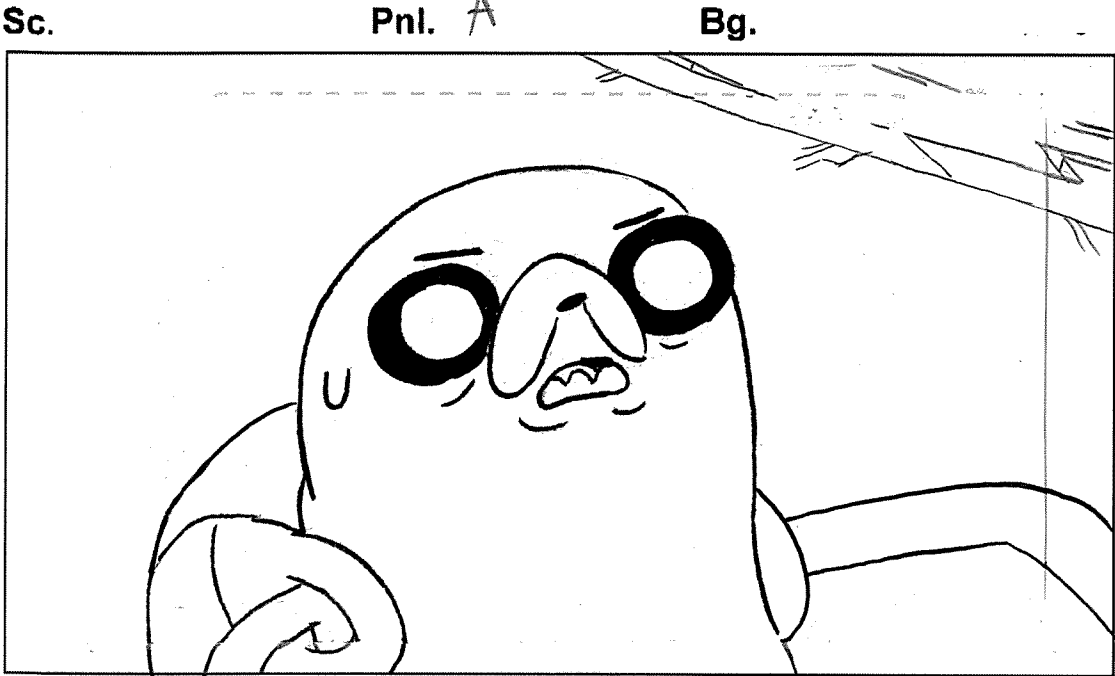
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ADVENTURE TIME

BG



Dialog:

↓: Finn?

↓: * GKKK! *

Action:

FLESH FINN GRABS JAKE BY THE NECK.

Timing:

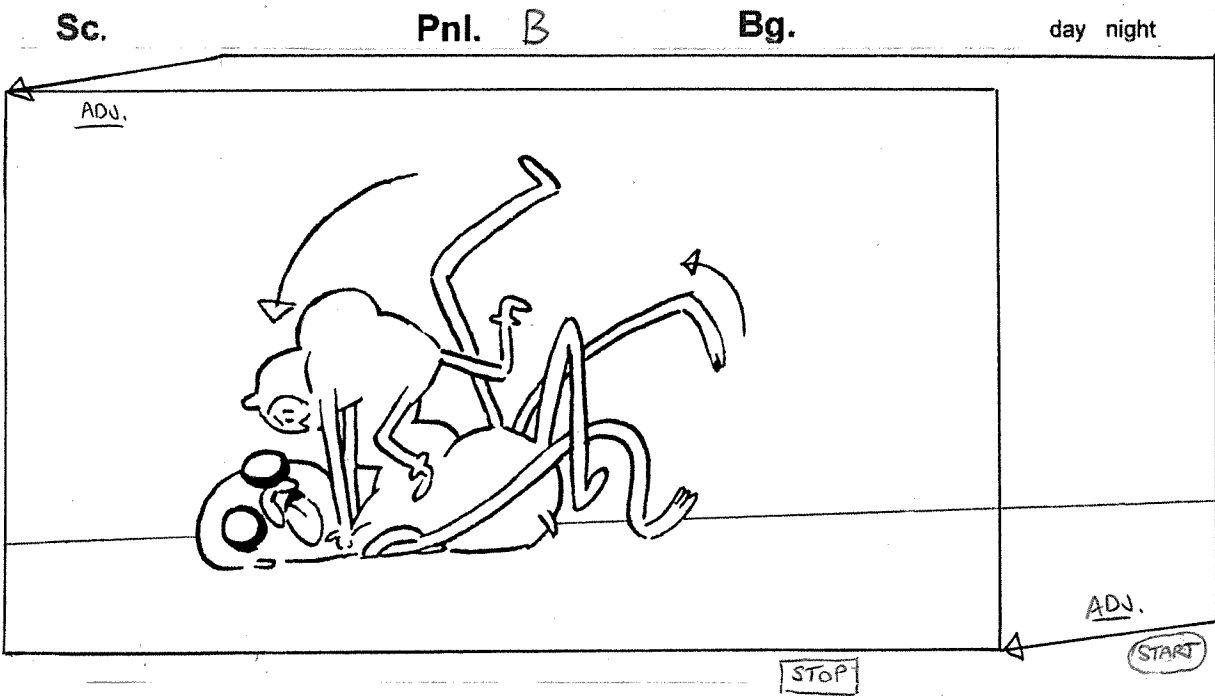
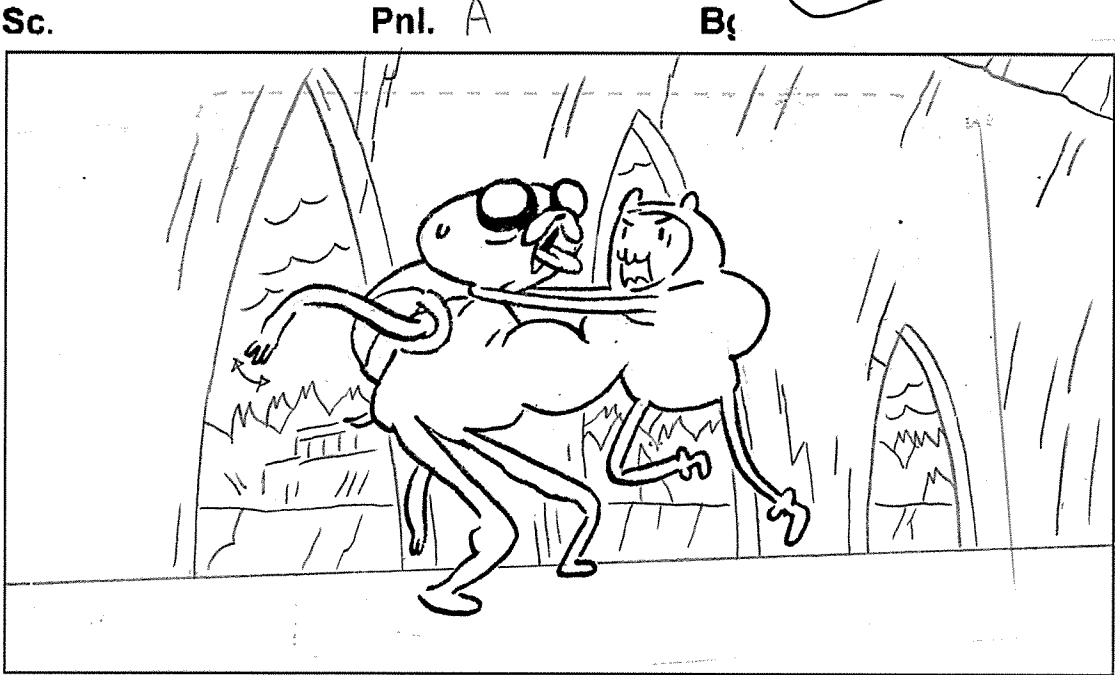
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ADVENTURE TI



<p>Dialog:</p> <p>J: (FINN) HOWWLL!!</p> <p>(CHOKING)</p> <p>J: FINN, STOP!</p> <p>SFX: * FWAAAM!!*</p>	<p>Action:</p> <p>· FLESH-FINN CHOKES JAKE.</p> <p>· JAKE'S ARMS QUAVER.</p> <p>· FLESH-FINN FORCES JAKE TO THE GROUND.</p> <p>· ADJ. W/ ACTION</p>
<p>Timing:</p>	

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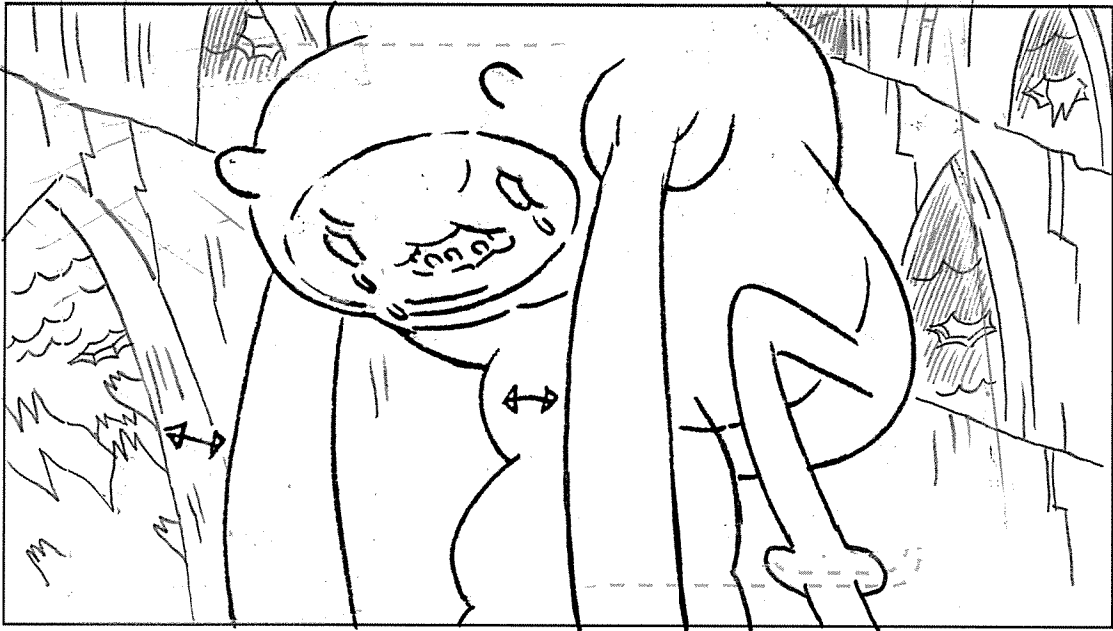
POSES

Page 148

Sc.

Pnl. A

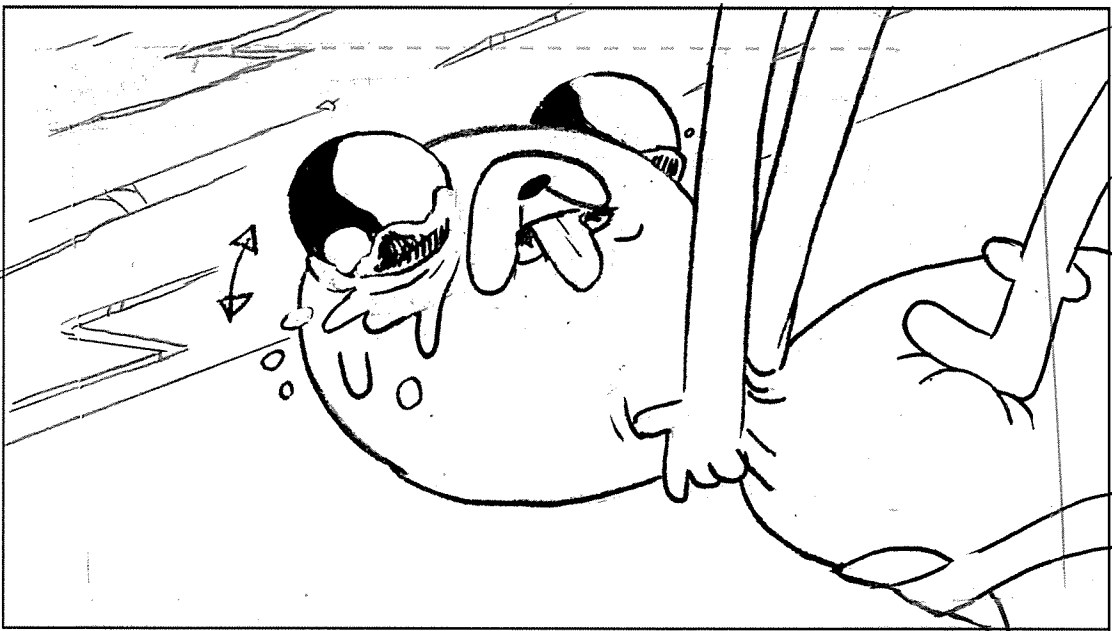
Bg.



Pnl. A

Bg.

day night



Dialog:

↓: (FINN) *GRUNT-GRUNT*

↓: [GASPING] FEEEN!!

Action:

FINN'S ARMS TREMBLE WITH EXERTION.

Timing:

100874

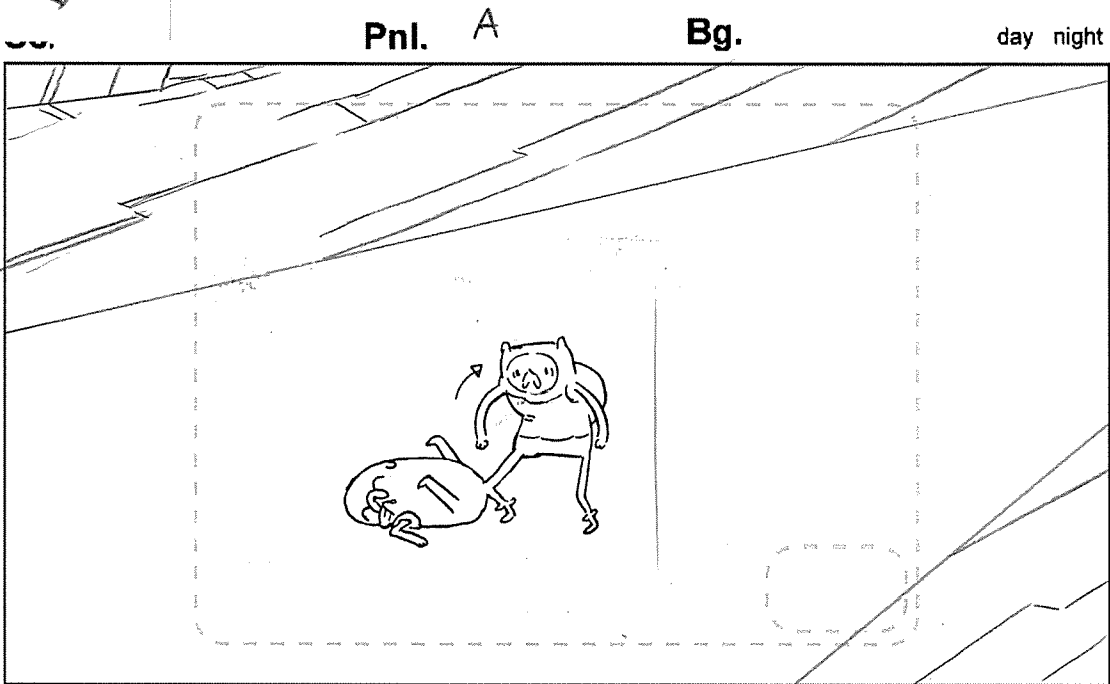
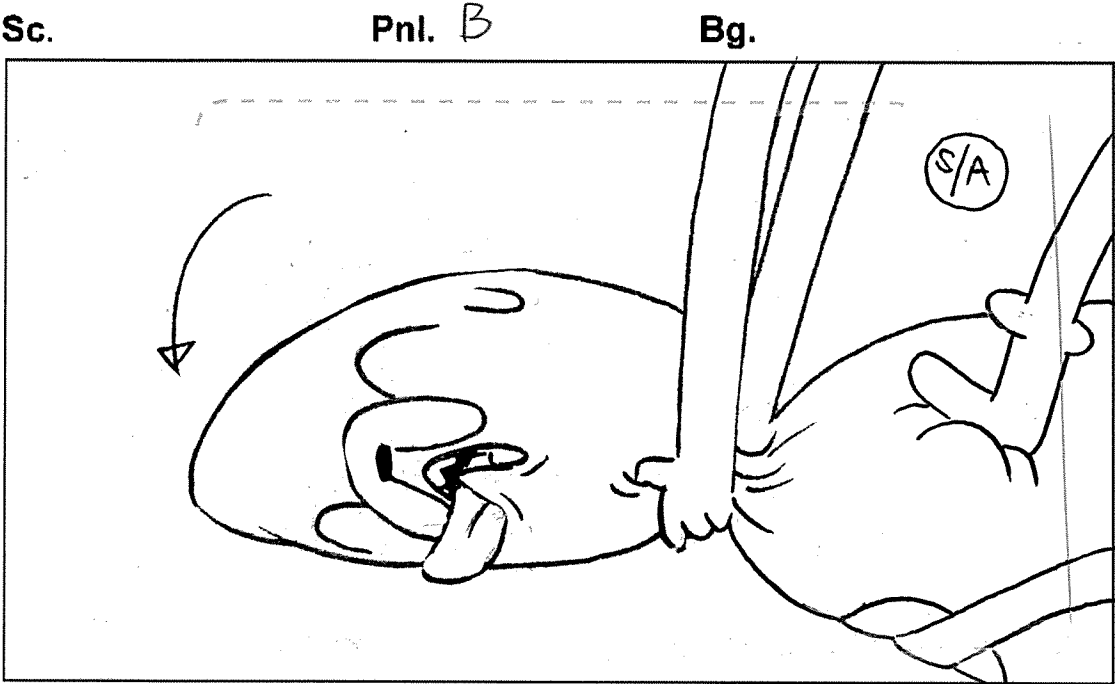
EPISODE #

Production :

ADVENTURE TIME

BG

HOOK UP



Dialog:

J: [DEATH RATTLE]
EHHHH...

J: (FINN) [SOBBING GASPS]
* HUFF-HUFF *

Action:

JAKE GOES LIMP. FLESH-FINN RISES, PANTING.

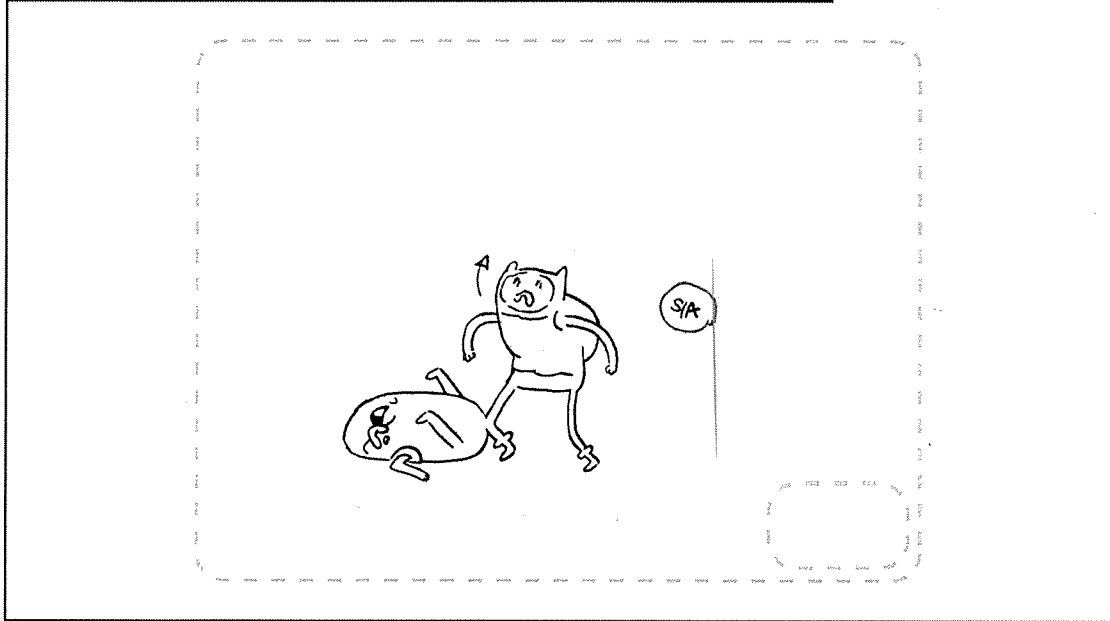
Timing:

100874
EPISODE #
Production :

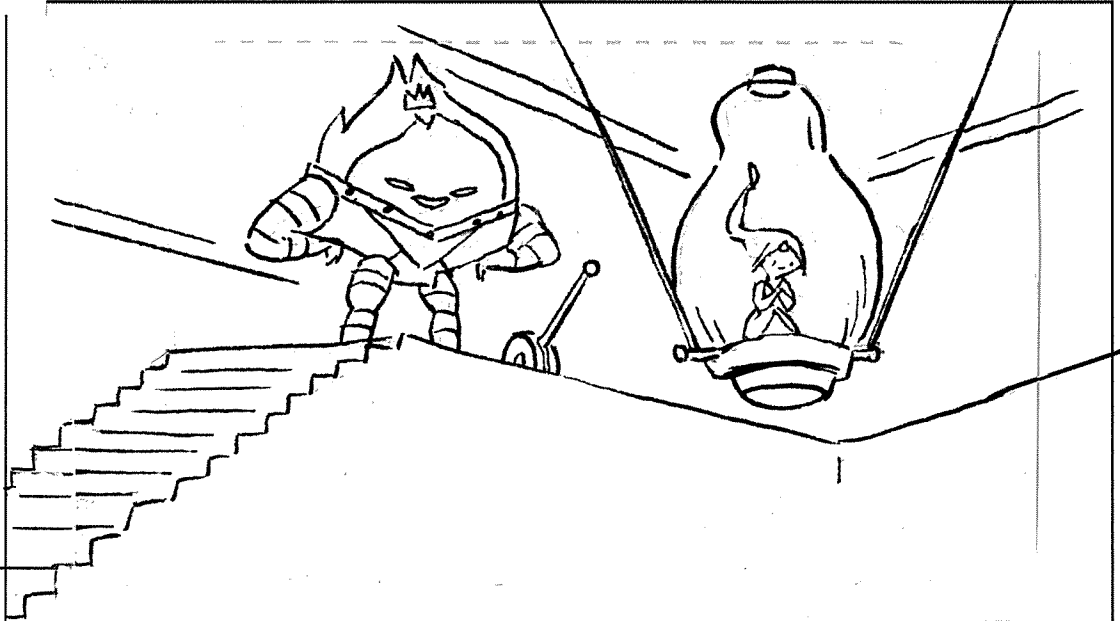
ADVENTURE TIME

POSES

Sc. Pnl. B Bg.



Pnl. A Bg. day night



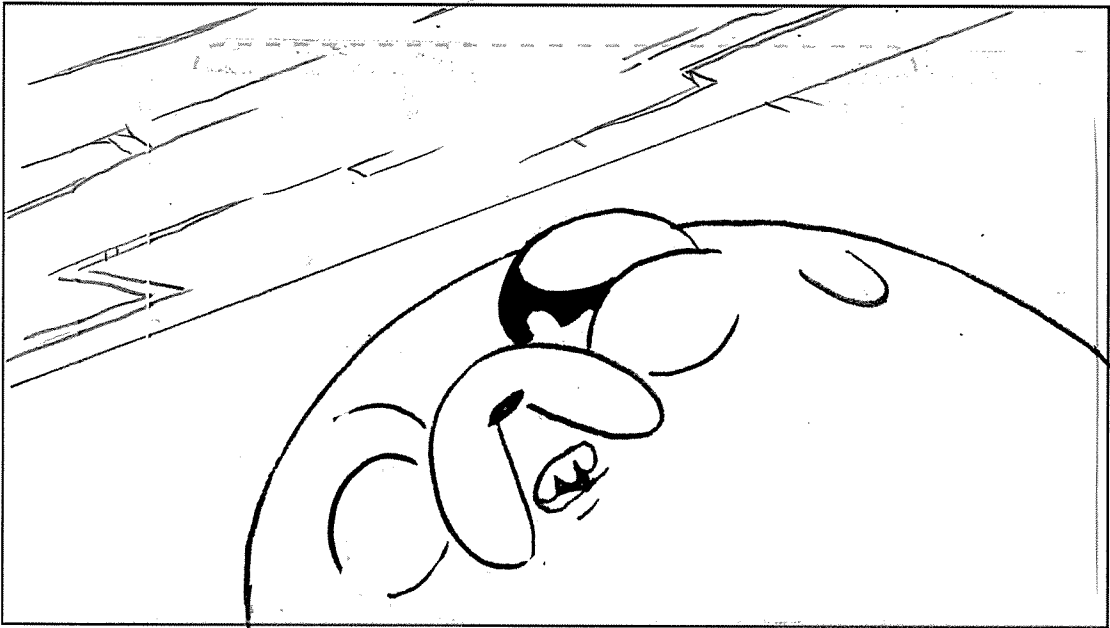
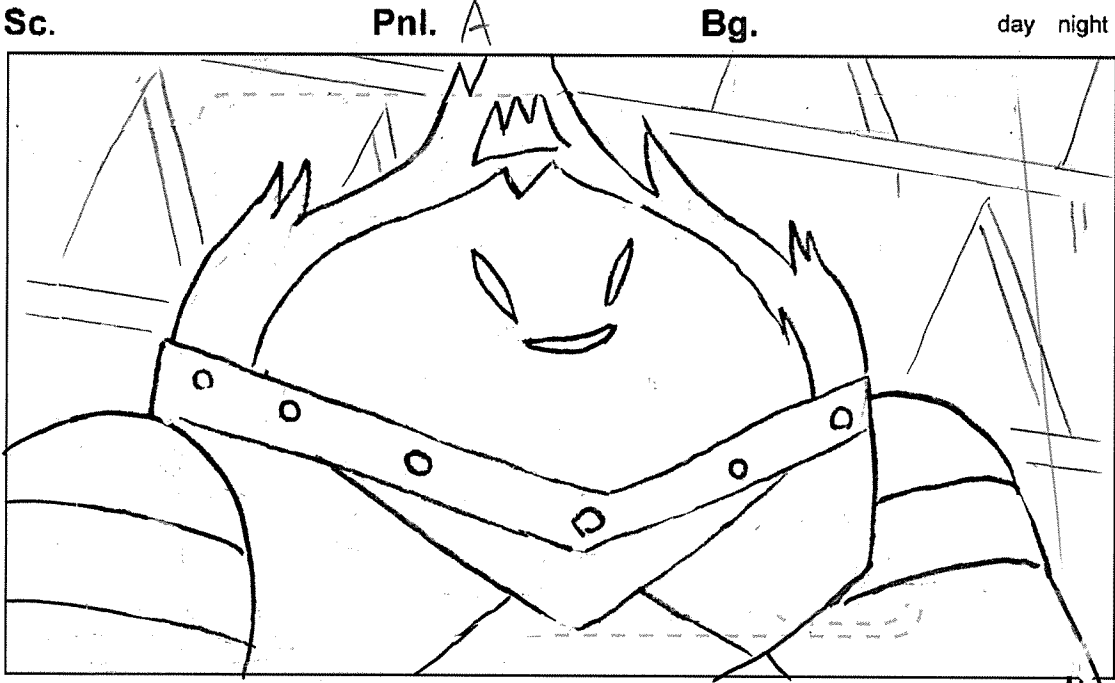
Dialog:	<u>FK</u> : (O/S) EXCELLENT...	<u>FK</u> : YOU HAVE INDEED PROVEN YOURSELF...
	<u>J</u> : (FINN) HUH?	
Action:	- FLESH-FINN LOOKS UP.	
Timing:		

EPISODE # 100874
Production :

ADVENTURE TIME



BG POSES
A.
POSE



Dialog:

FK: ANY PRINCE RUTHLESS ENOUGH TO KILL
HIS OWN IDIOT WOULD MAKE AN
EXCELLENT BOYFRIEND ...

Action:

Timing:

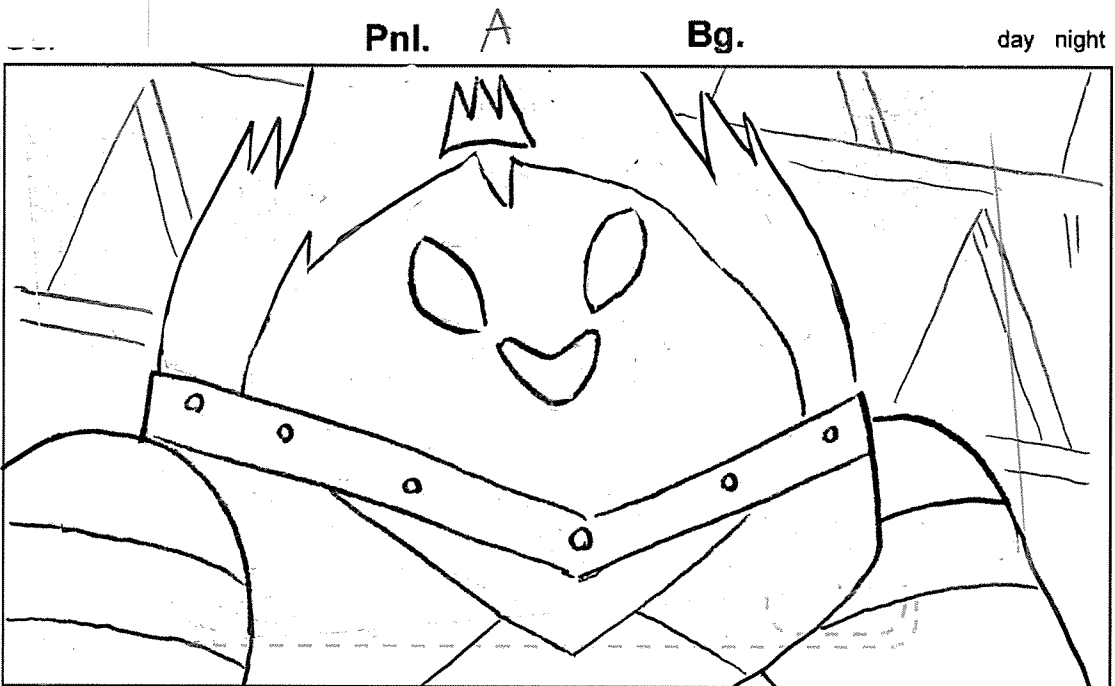
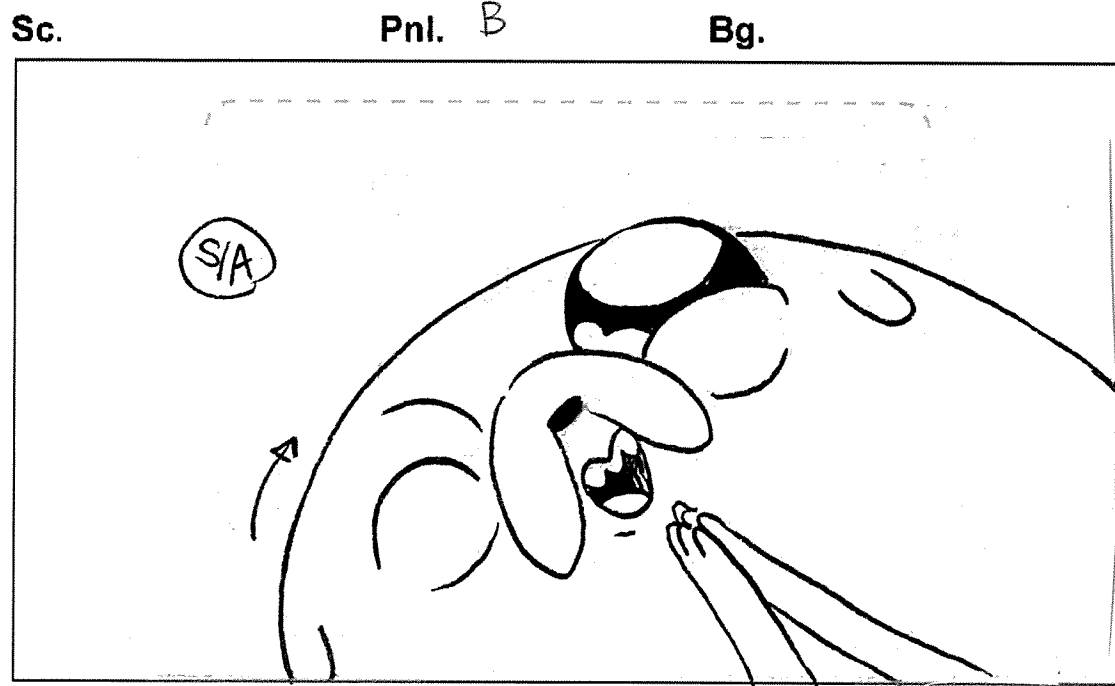
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ADVENTURE TIME

S.P.

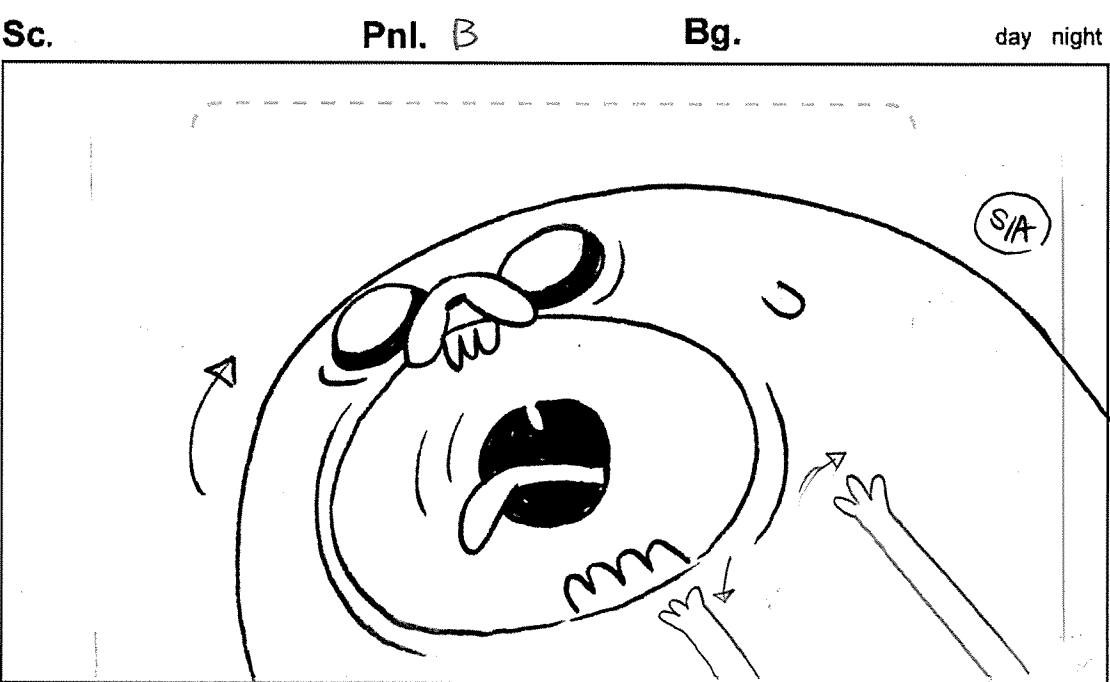
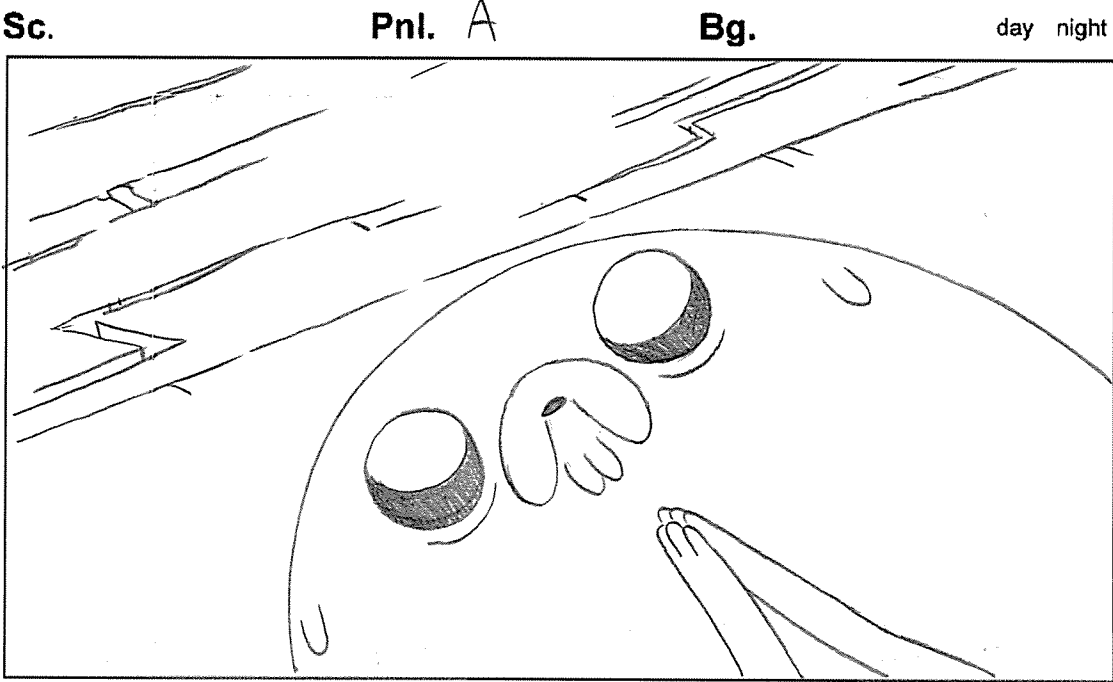


Dialog:
<u>J</u> : (WHISPER) <u>YEAH AH HH --</u> <u>FK</u> : ... FOR MY <u>EVIL DAUGHTER</u>
Action:
Timing:

EPISODE # 100874 Production :

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ADVENTURE TIME



Dialog:
↓: WHAT?!
Action:
Timing:

100874

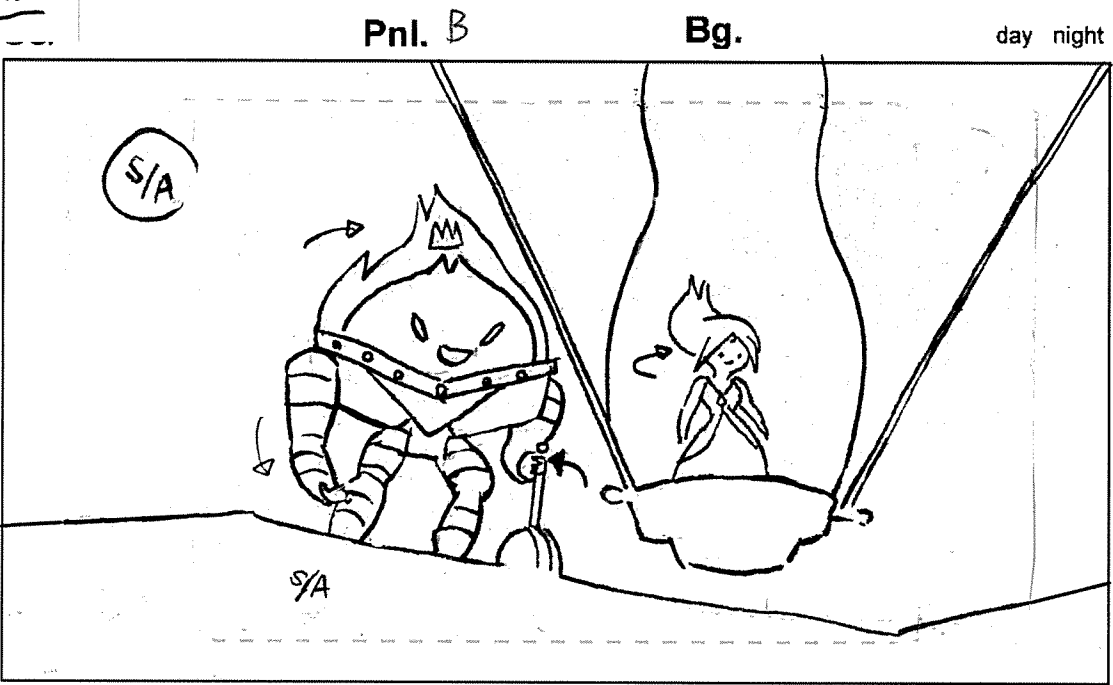
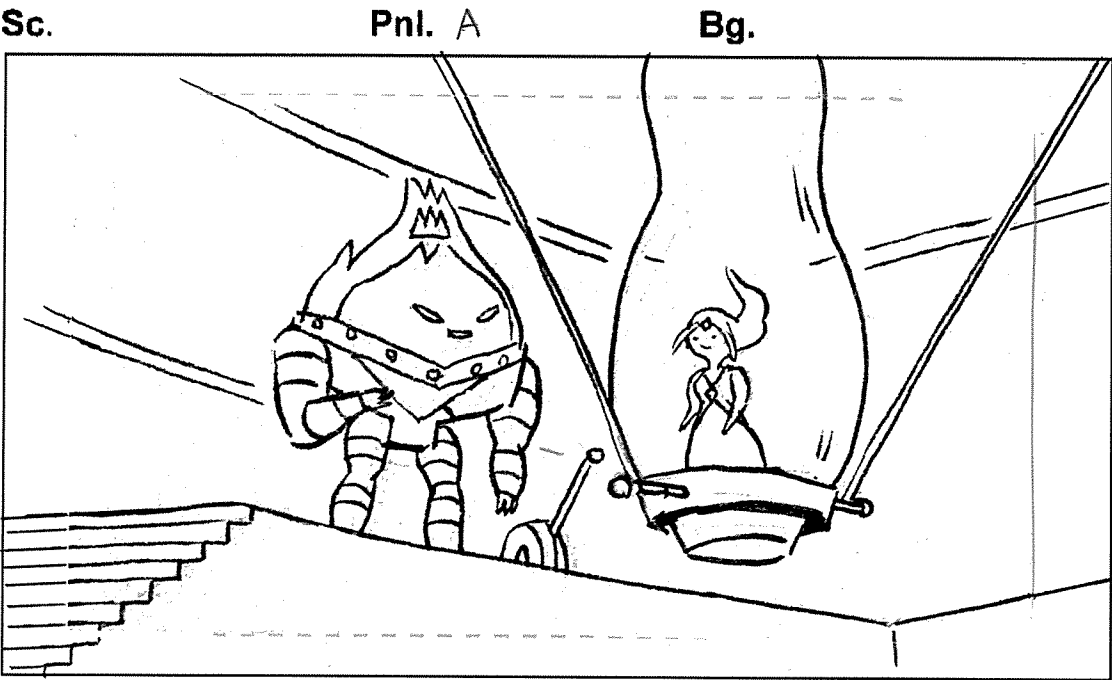
EPISODE #

Production :

ADVENTURE TIME

Poses

LINE



Dialog:

FK: SHE'S AN UNSTOPPABLE
FORCE OF DESTRUCTION ...

FK: HEH. NOTHING A PSYCHO LIKE
YOU CAN'T HANDLE.

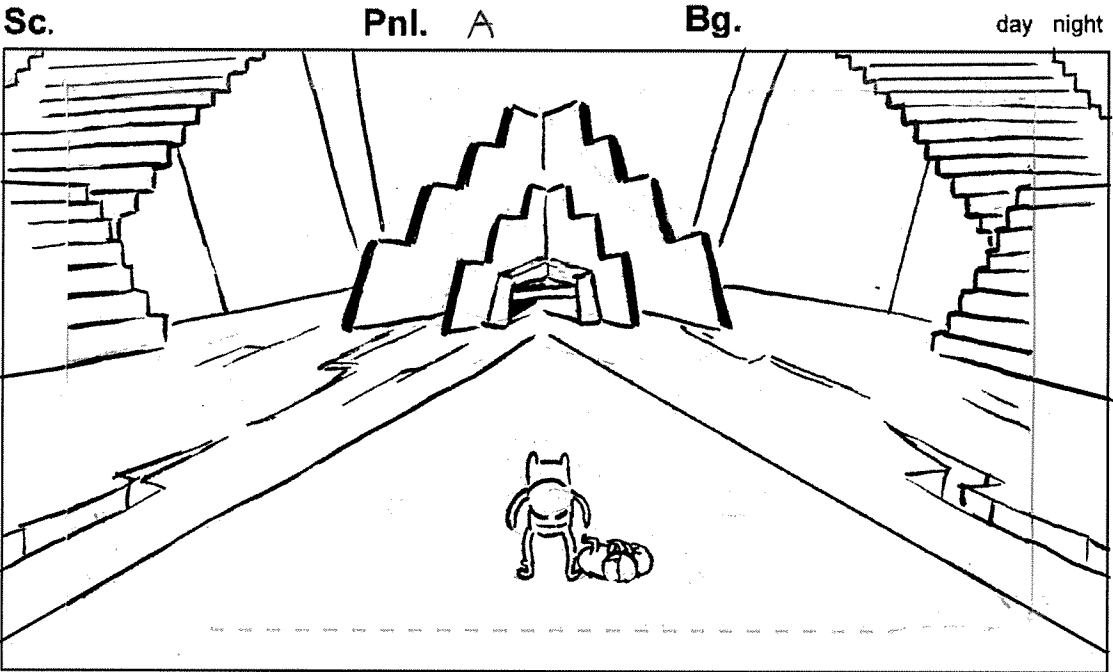
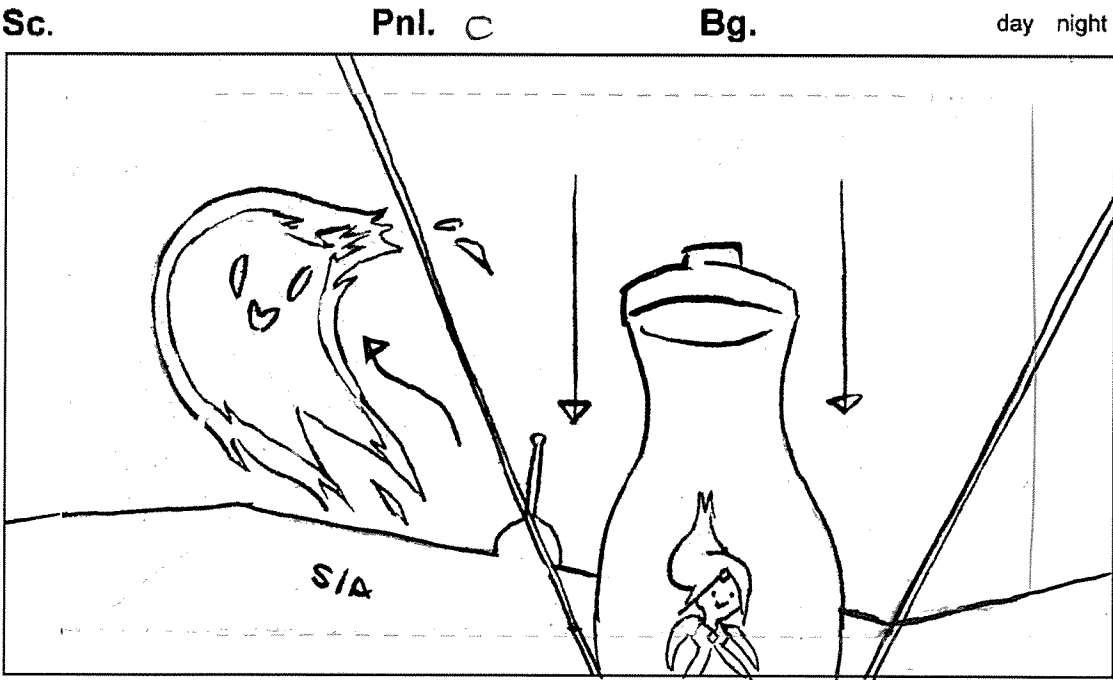
Action:

FLAME KING PULLS A LEVER.

Timing:

EPISODE # 100874
Production :

ADVENTURE TIME



Dialog:	<p>FK: CONGRATULATIONS</p>
Action:	<ul style="list-style-type: none">• FLAME KING DEMATERIALIZES• LANTERN LOWERS
Timing:	

100874

EPISODE #

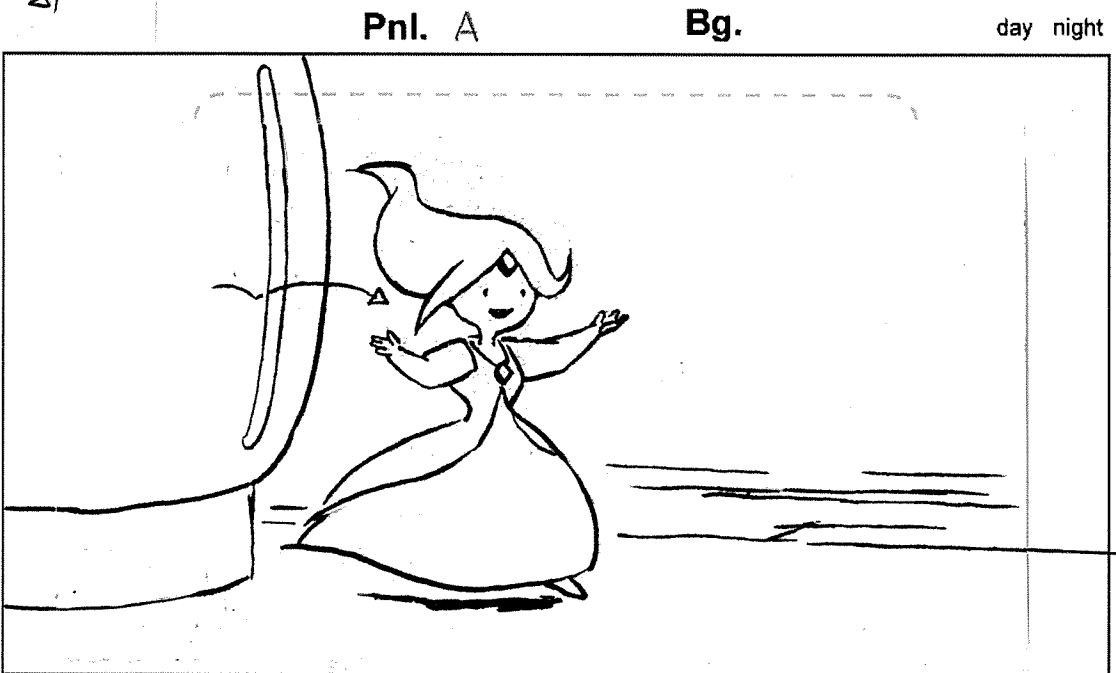
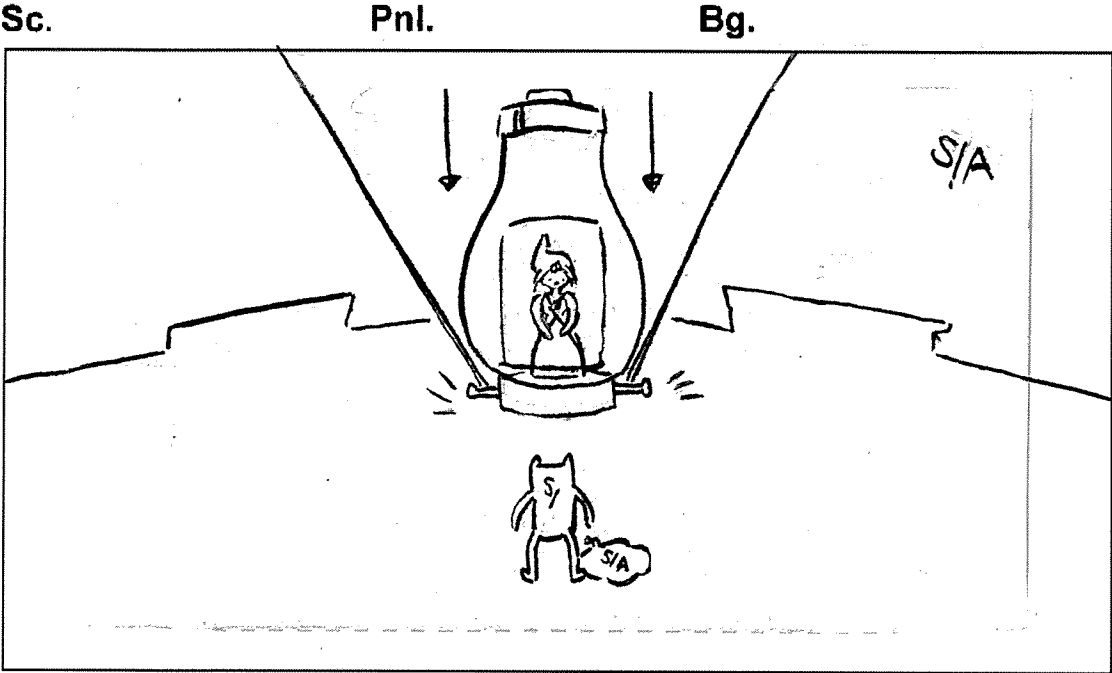
Production :

ADVENTURE TIME

DOOR
POSES

S.P.

BG



Dialog:

SFX: * CREEEAK *

FP: I'm SO HAPPY!!

Action:

- LANTERN LOWERS TO THE GROUND.
- PORTAL FORMS IN LANTERN.

FLAME PRINCESS SPRINGS FROM THE LANTERN.

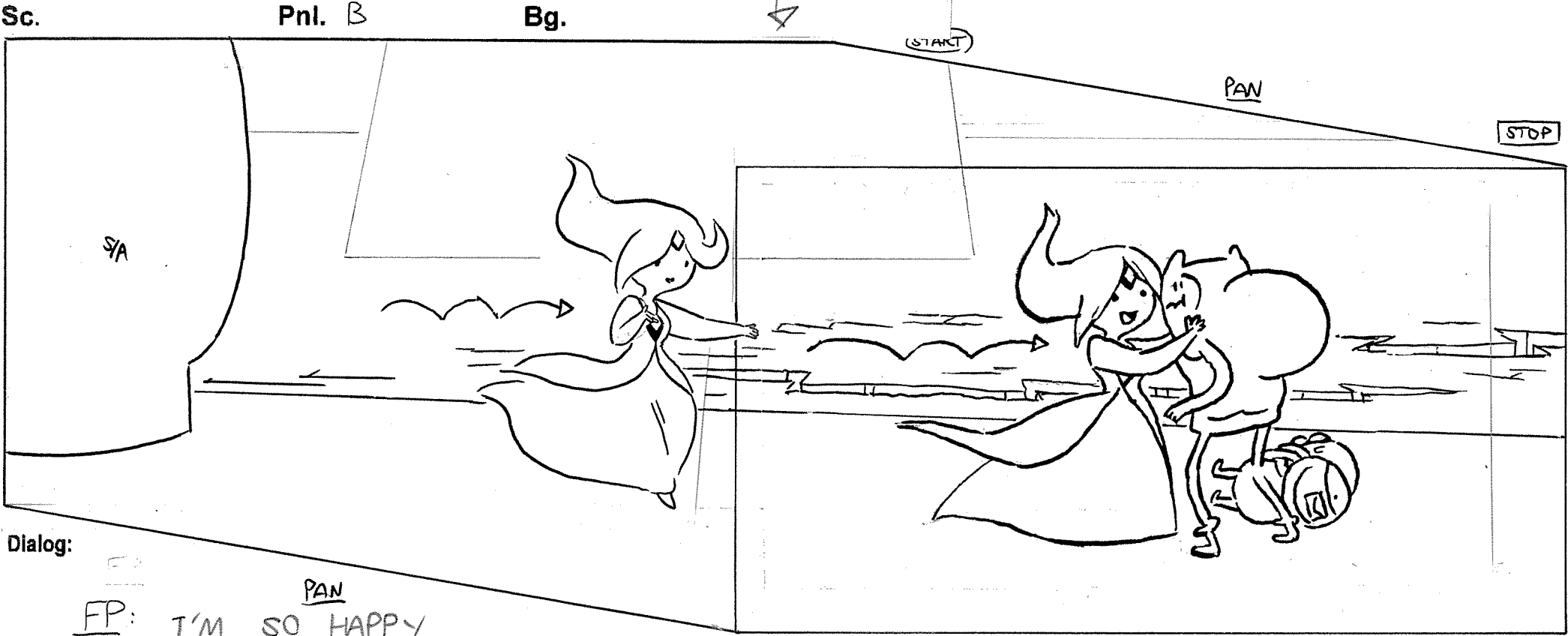
Timing:

100874

EPISODE #

Production :

ADVENTURE TIME



Dialog:

FP: PAN
I'M SO HAPPY
TO MEET YOU, PRINCE...

Action: - FLAME PRINCESS RUNS UP TO FLESH-FINN

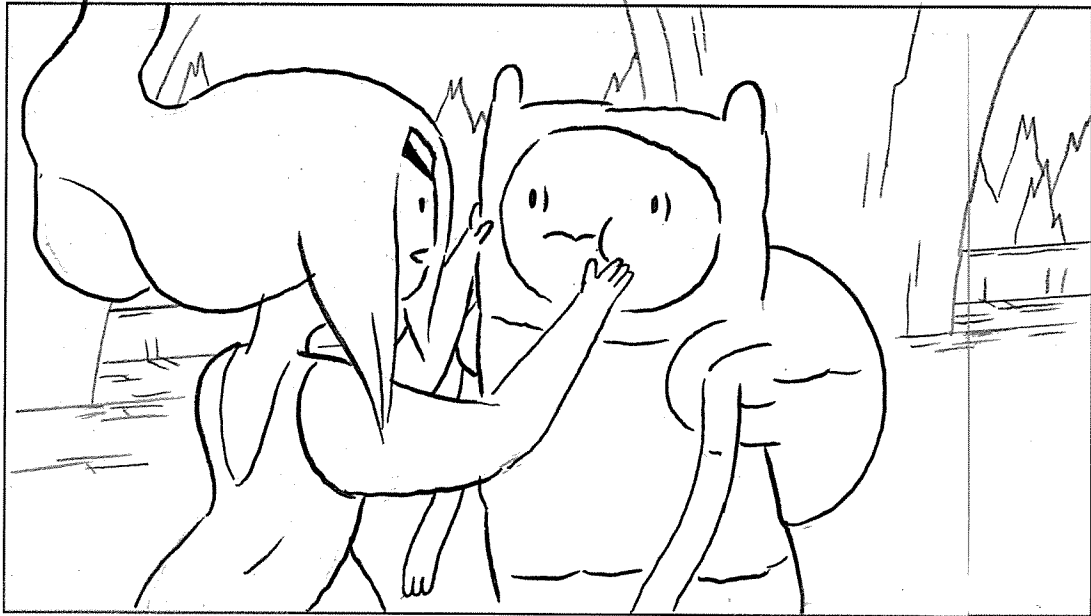
Timing:

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ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	<p>FP: YOU'RE MY PRINCE!</p> <p>FP: PRINCE. RIGHT, FINN.</p>
Action:	<p>FLAME PRINCESS HUGS FLESH-FINN.</p>
Timing:	

EPISODE # 100874
Production :

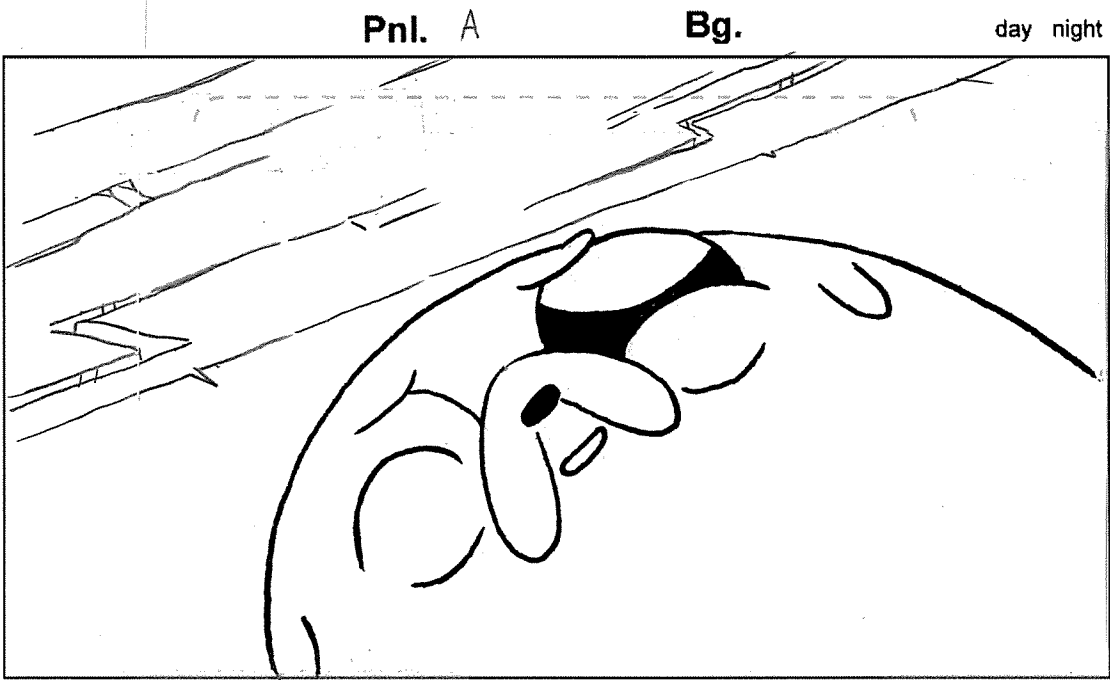
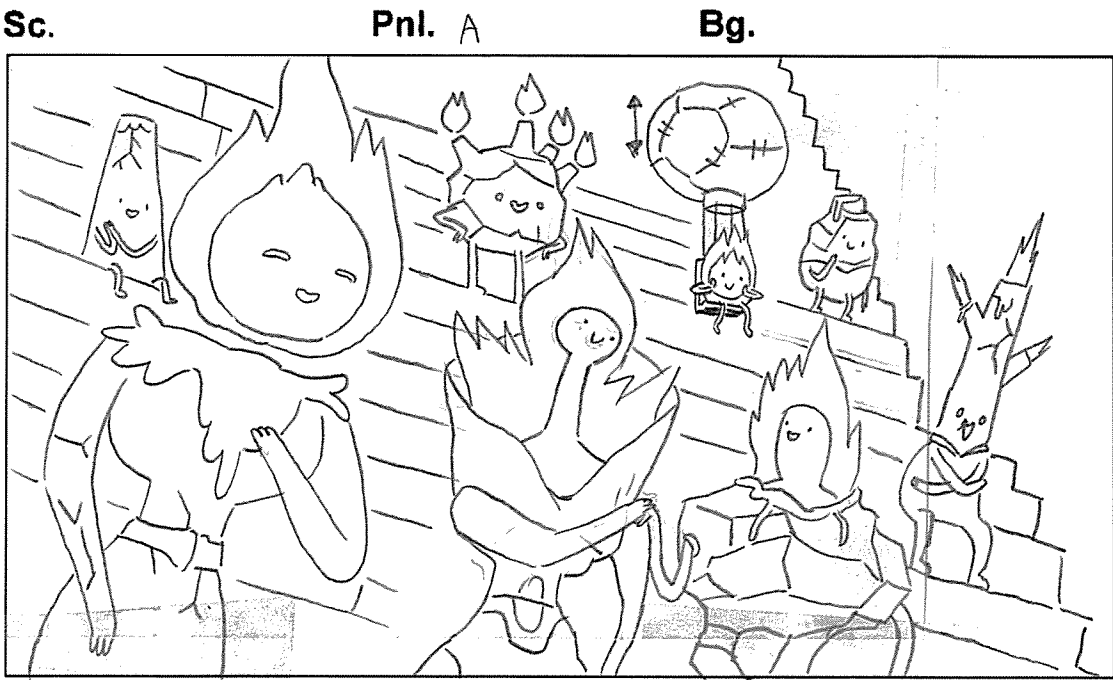
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ADVENTURE TIME

S.P.

BG

Page 159



Dialog:

CROWD: [RELIEVED WALLA]

· AAA WWW
· THIS IS BEAUTIFUL ...
· V

J: (TO HIMSELF)

SHE SEEMS...NORMAL,

Action:

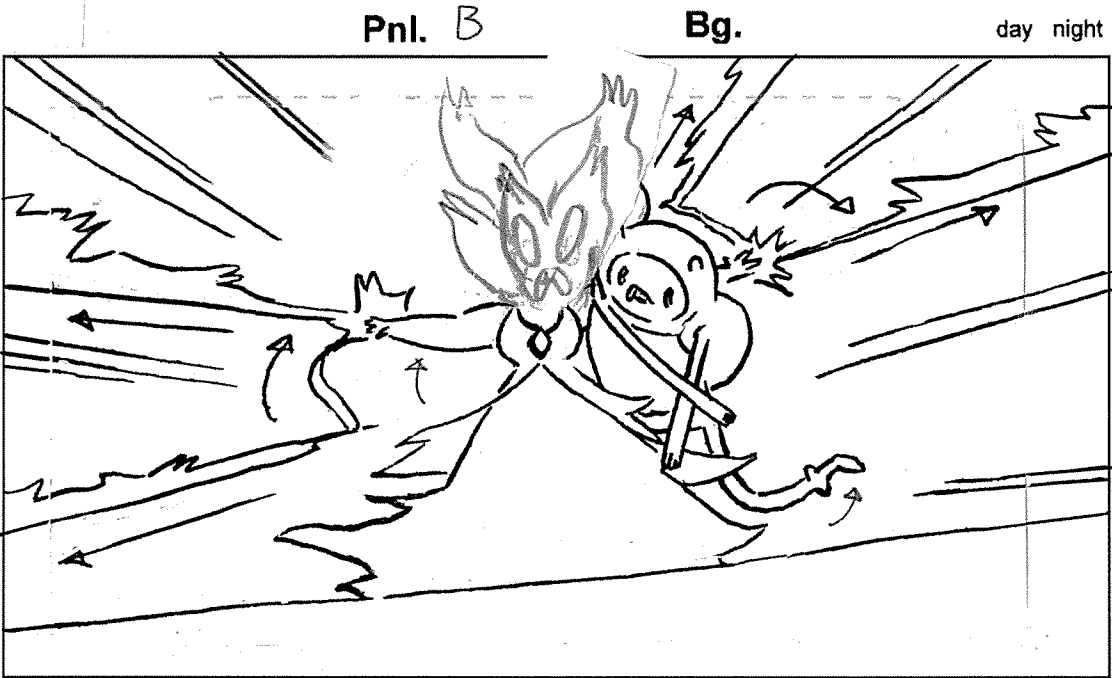
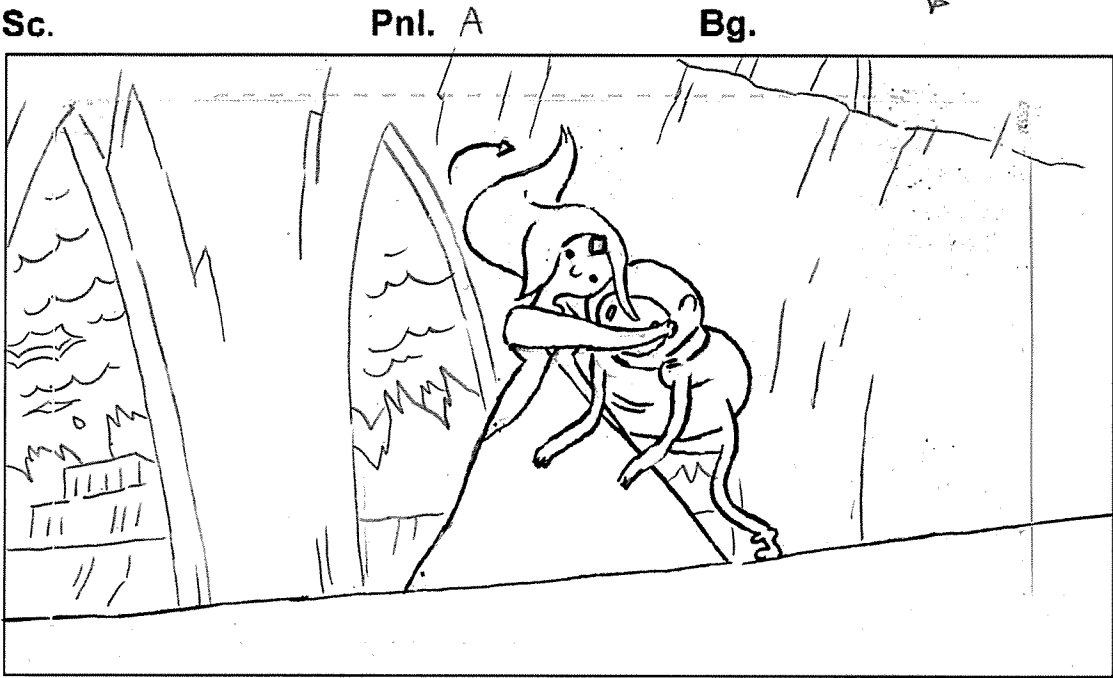
Timing:

100874

EPISODE #

Production :

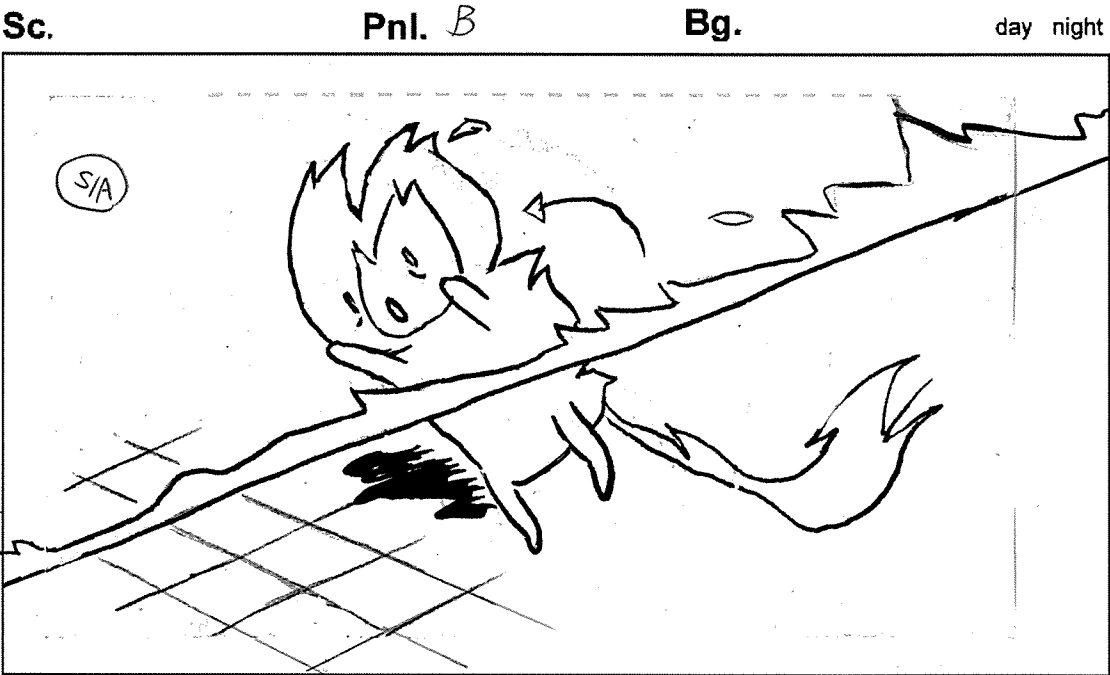
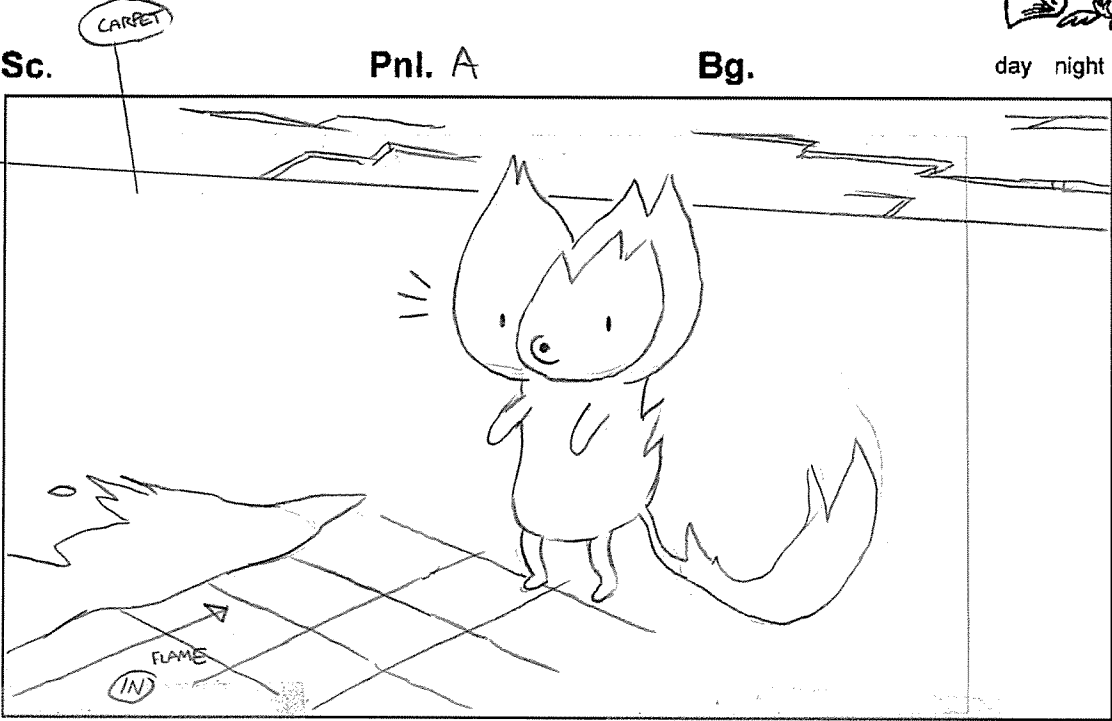
ADVENTURE TIME



Dialog:	
SFX: * KK-KK-KK *	(FP!) Stop looking at us!!
Action: FLAME PRINCESS CREEPILY TILTS HER HEAD	SFX: * VREE-VREE-VREE! *
Timing:	FLAME PRINCESS SHOOTS OUT A FLURRY OF FLAME BOLTS.

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ADVENTURE TIME



Dialog:	
FL:	!
SFX:	*VREEE!
Action:	
FLAME BOLT FLIES ON/S TOWARDS FLAMBO.	FLAMBO DODGES THE FLAME BOLT
Timing:	

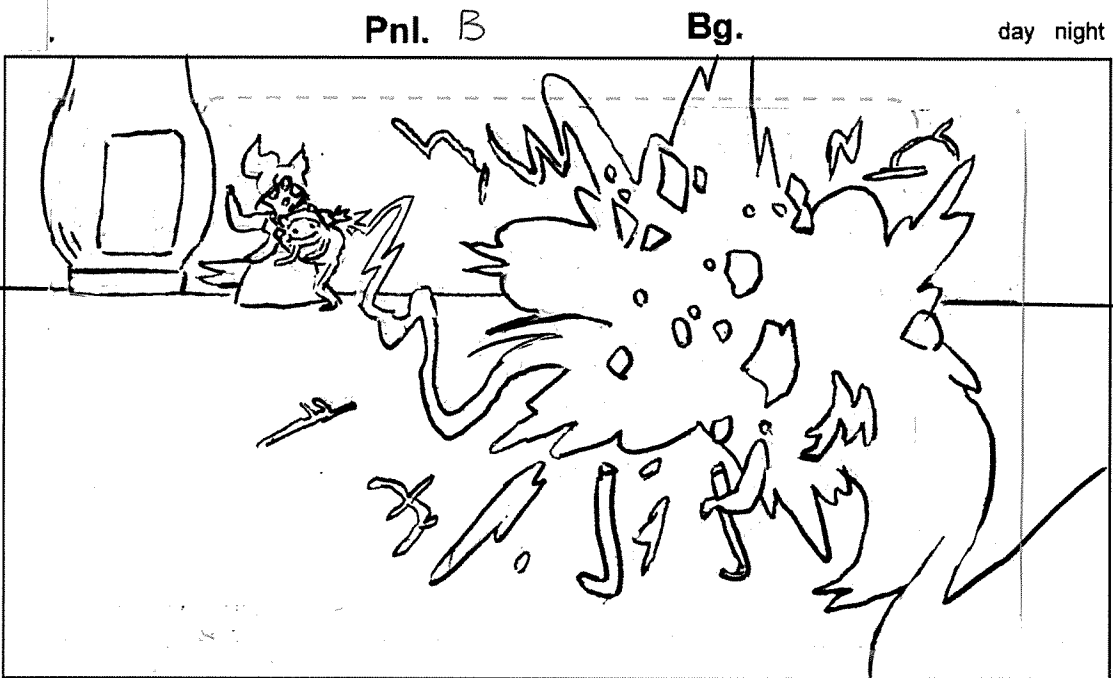
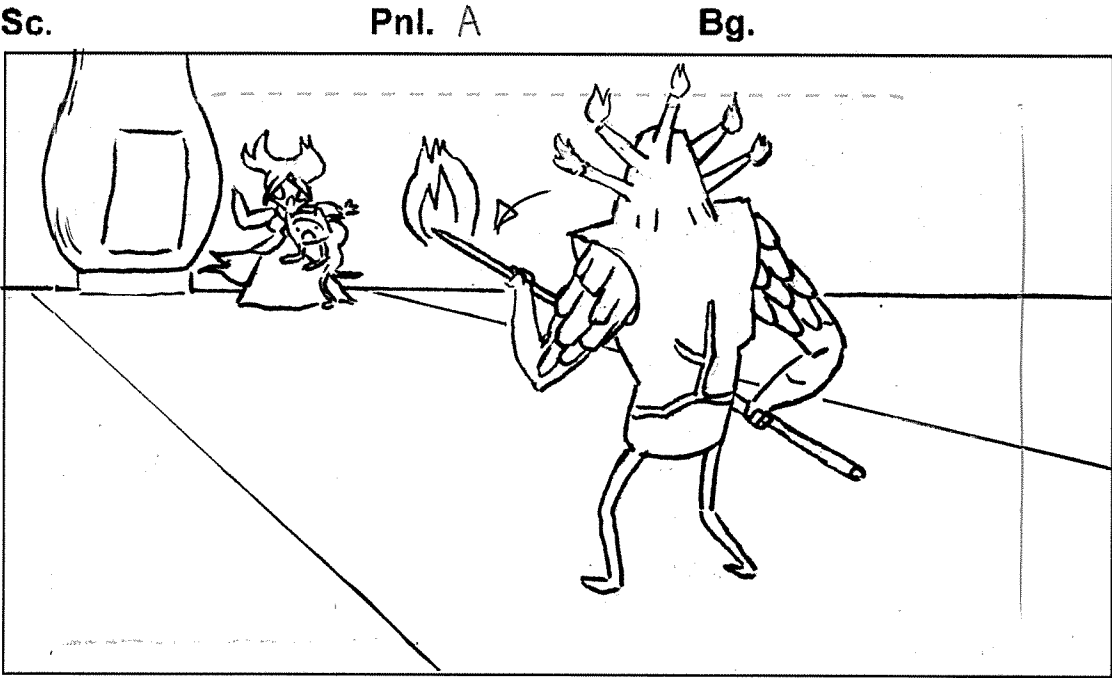
100874
EPISODE #
Production :

ADVENTURE TIME

CLEAN UP

S.P.

Page 162

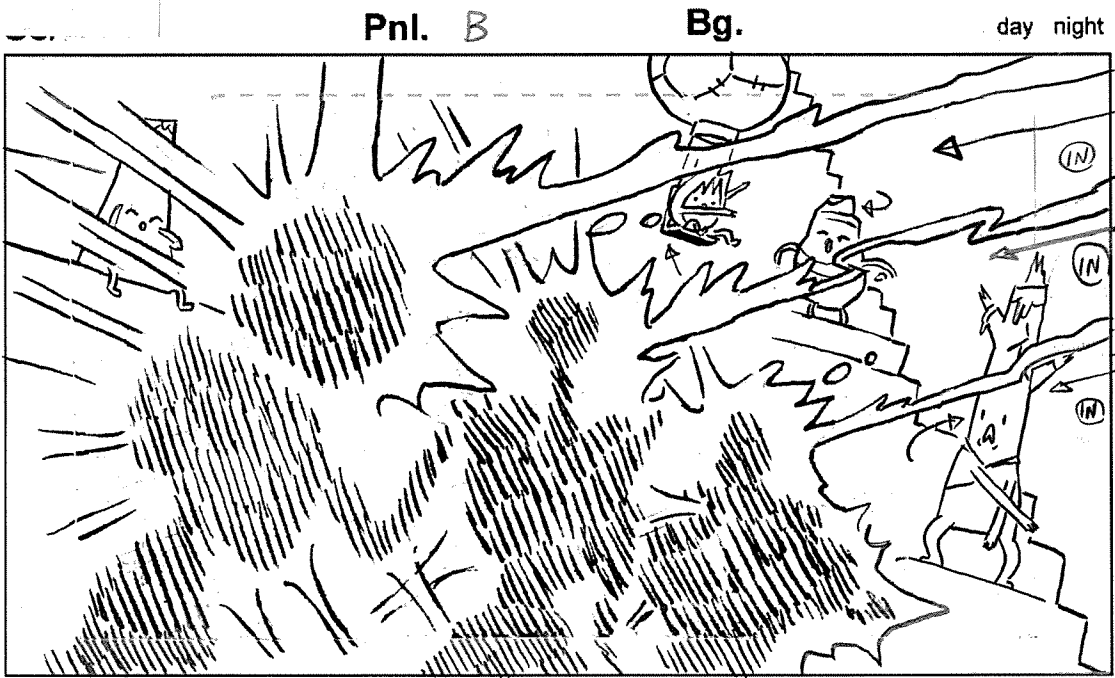
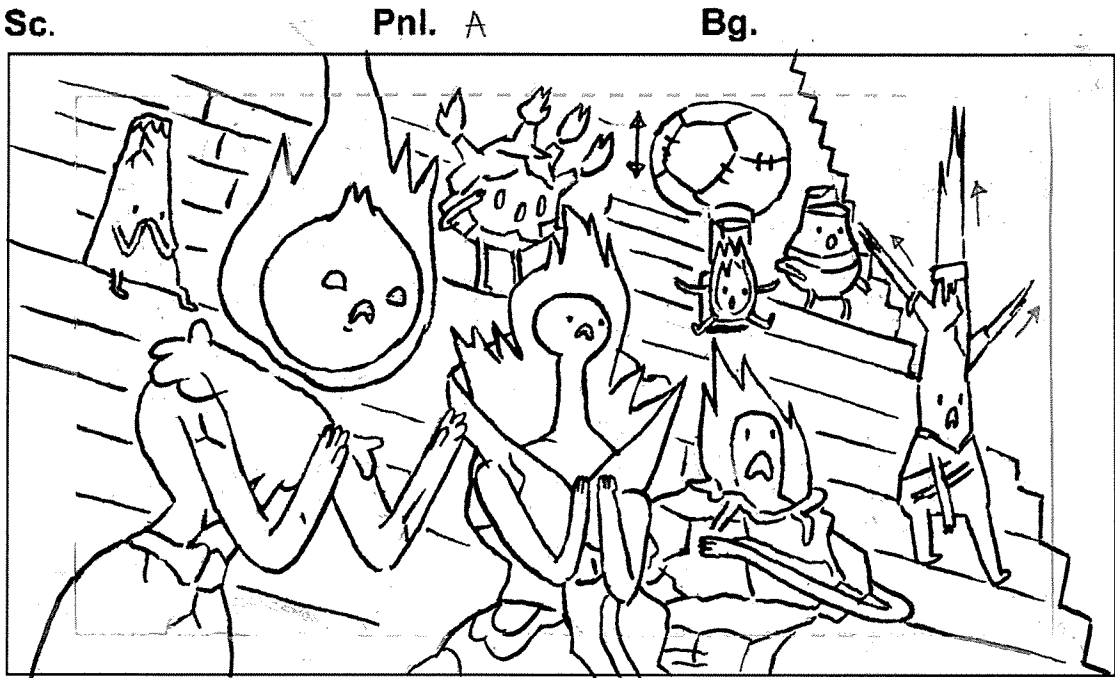


Dialog:	FP: GUARD!	FP: HA-HA-HA!	SFX: * FWOOSH! *
Action:	FLAME GUARD BRANDISHES HIS SPEAR	FLAME PRINCESS BLASTS FLAME GUARD	
Timing:			

Production :
EPISODE # 100874

ADVENTURE TIME

↓
POSE OUT
TRANSFORM



Dialog:	<p><u>CROWD</u> :</p> <p><u>SFX</u>: * VREE - VREEEEE ! *</p>	<p><u>SFX</u>: * PFFT! PFFT! *</p>
Action:	* FLAME BOLTS SHOOT ON/S AND ZAP FP.01 FP.02 FP.03	
Timing:		

EPISODE # 100874
Production :

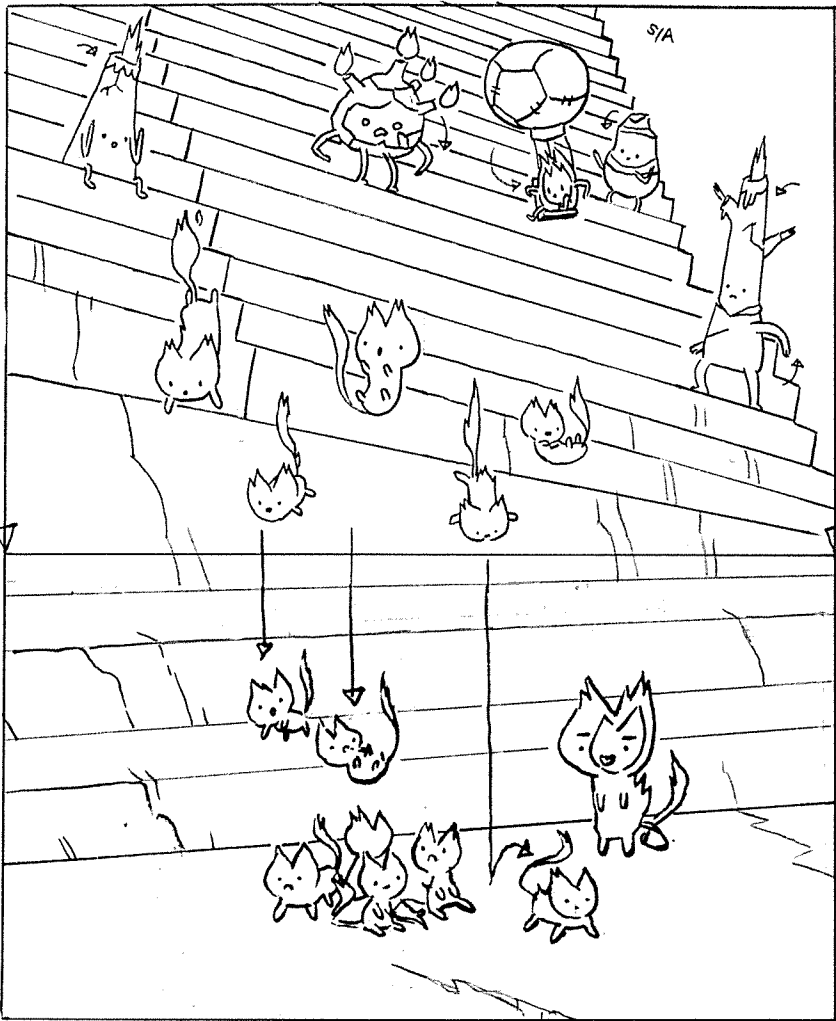
ADVENTURE TIME

LABEL
FLAMBITS

Sc.

Pnl. C

Bg.



START

PAN

STOP

Dialog:

FL:

'EEY...

Action:

FLAME PEOPLE

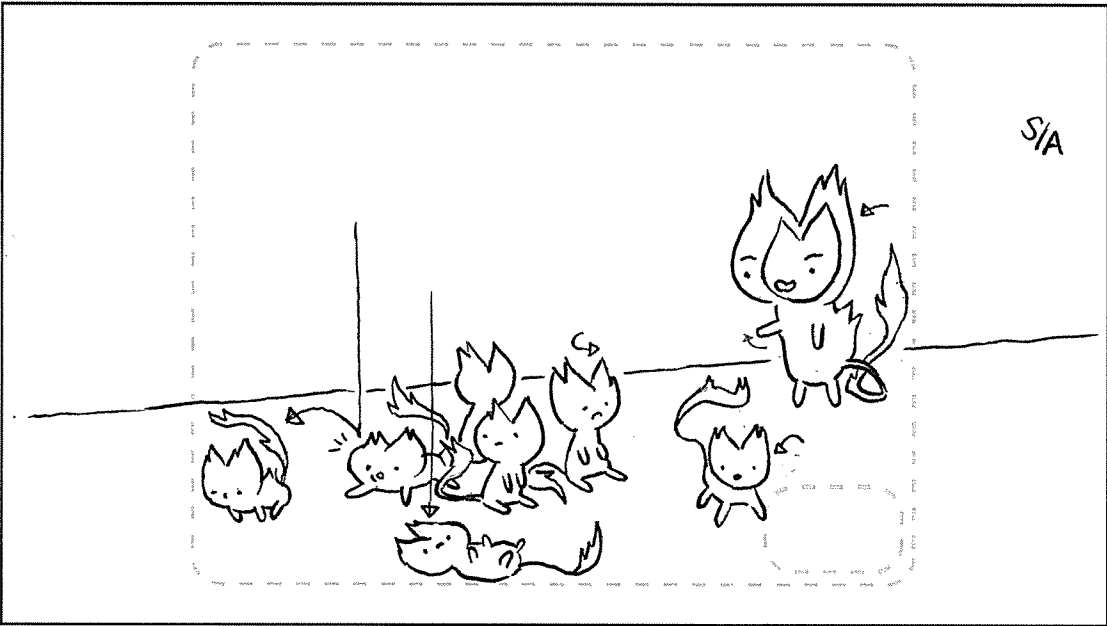
BURST INTO
FLAMBITS.

Timing:

Pnl. D

Bg.

day night



FL:

SO THAT'S WHERE I CAME FROM

SFX: * THP-THP-THP *

FLAMBITS FALL TO THE GROUND.

FLAMBITS LOOK AROUND CONFUSED

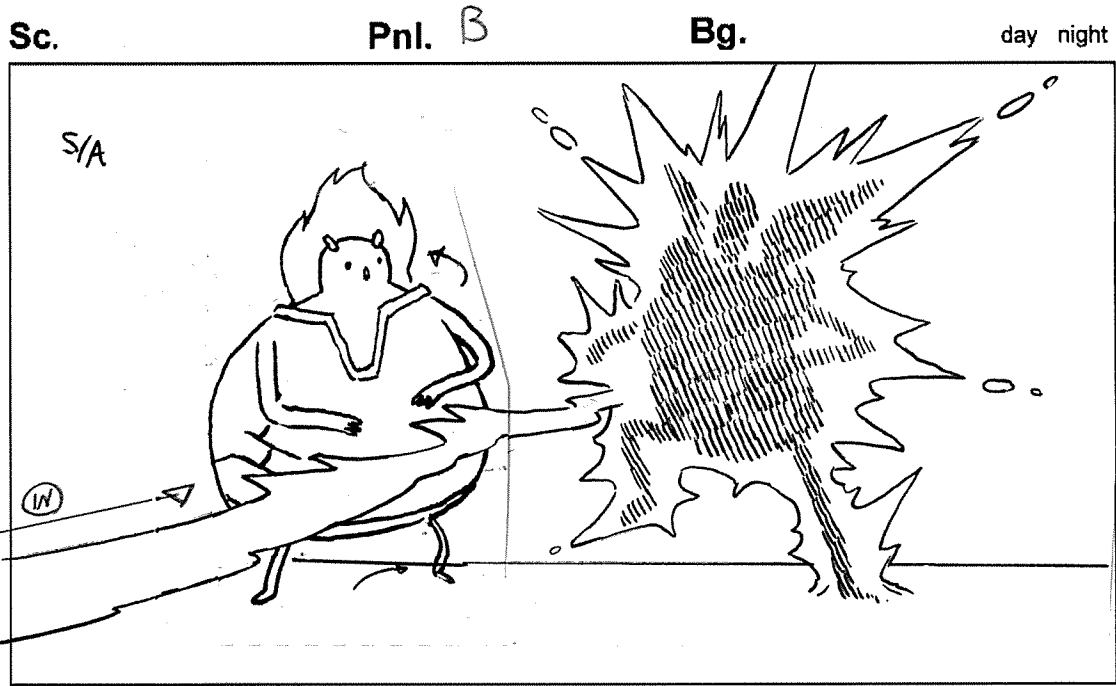
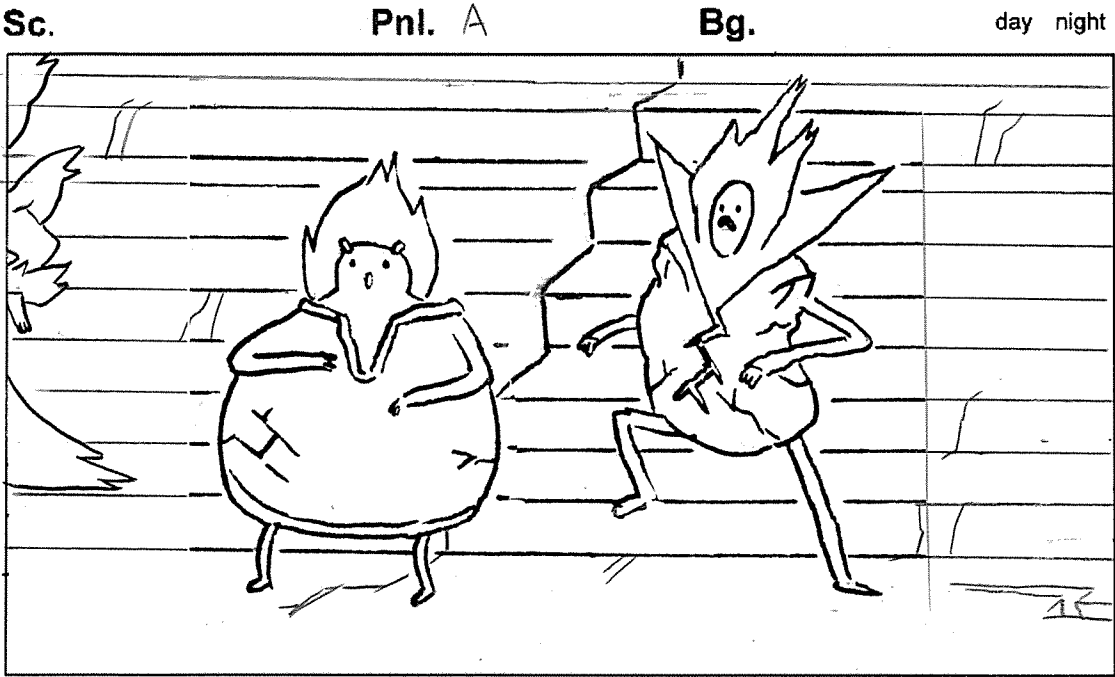
100874

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ADVENTURE TIME

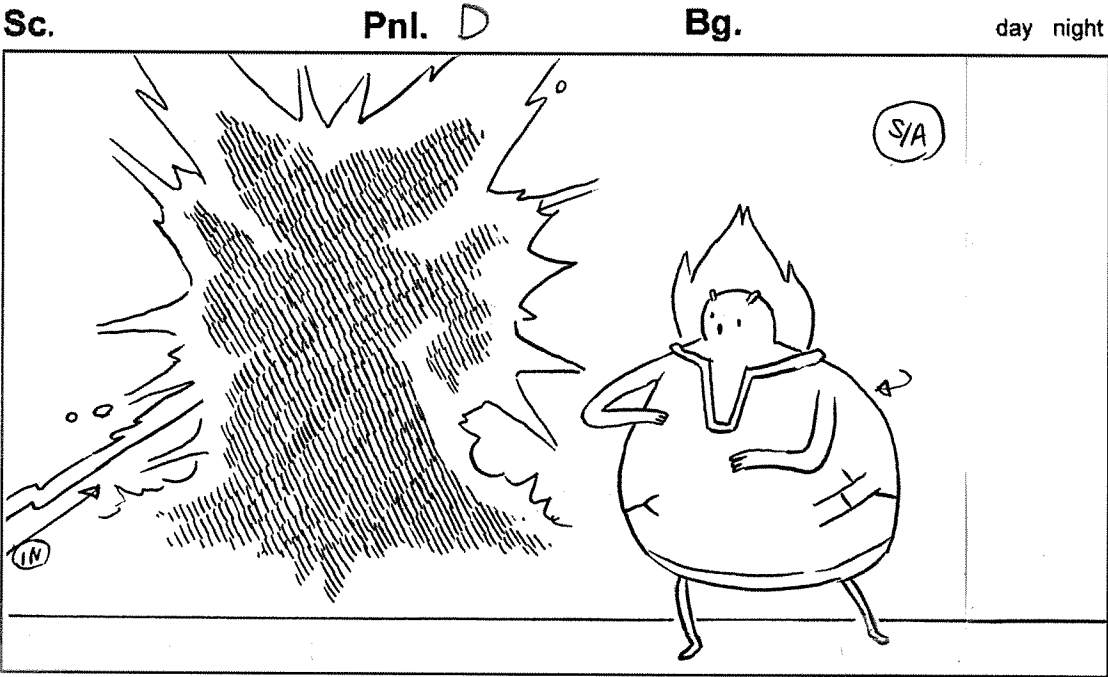
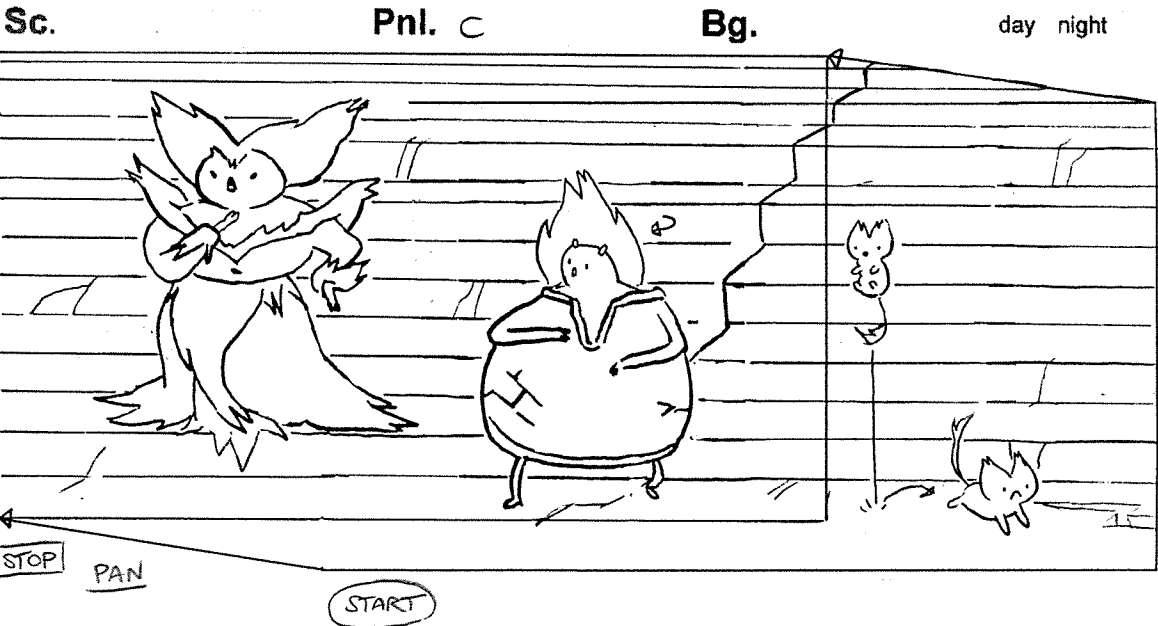


Dialog:	
SFX: * VREEE! *	SFX: * PFFT!! *
Action:	· FLAME BOLT SHOOTS ON/S AND HITS FP#12 · FP#09 SIDESTEPS BEAM.
Timing:	

100874
EPISODE #
Production :

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ADVENTURE TIME



Dialog:

SFX: * VREEE! *

SFX: * PFFT *

Action: . FLAMBIT DROPS TO THE GROUND AND RUNS OFF/S
. FP,09 TURNS HIS HEAD.
. PAN LEFT TO FP,13

.FLAME BOLT SHOOTS ON/S AND HITS FP,13

Timing:

100874

EPISODE #

Production :

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ADVENTURE TIME



Sc. Pnl. E Bg. day night

Sc. Pnl. F Bg. day night

Dialog:	
FP.09 " AND ONLY I AM ESCAPED ALONE TO TELL -- "	
SFX: *VREEE! *	SFX: * PFFT! *
Action:	
• FLAMBIT DROPS TO THE GROUND AND RUNS OFF/S	• FLAME BOLT SHOOTS ON/S AND HITS FP.09
Timing:	

00874
EPISODE #
Production :

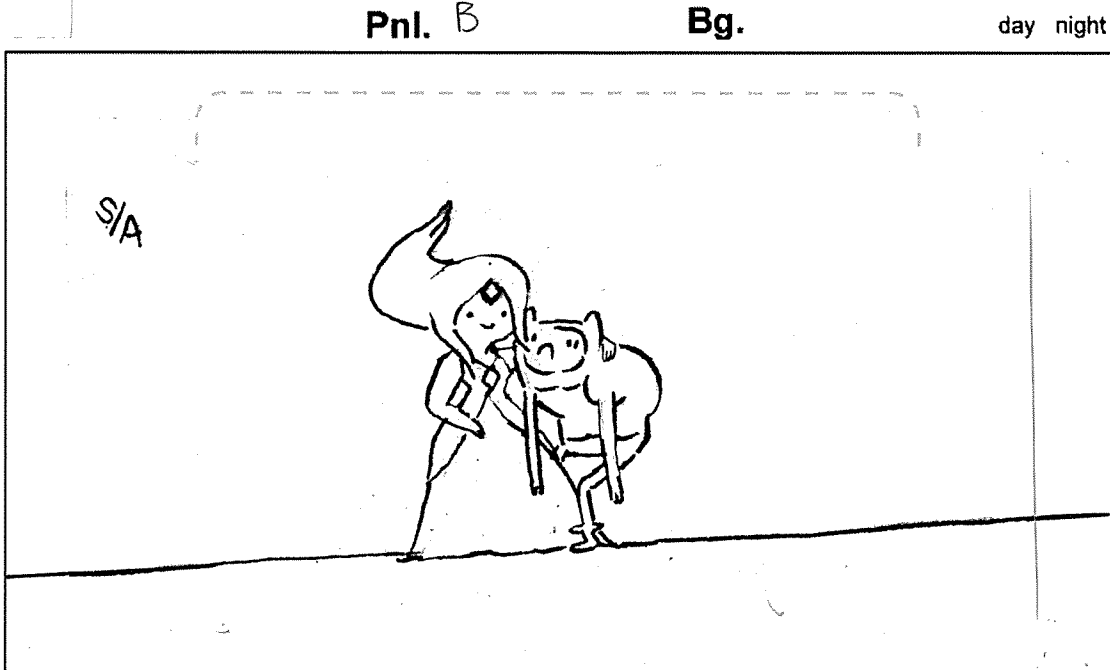
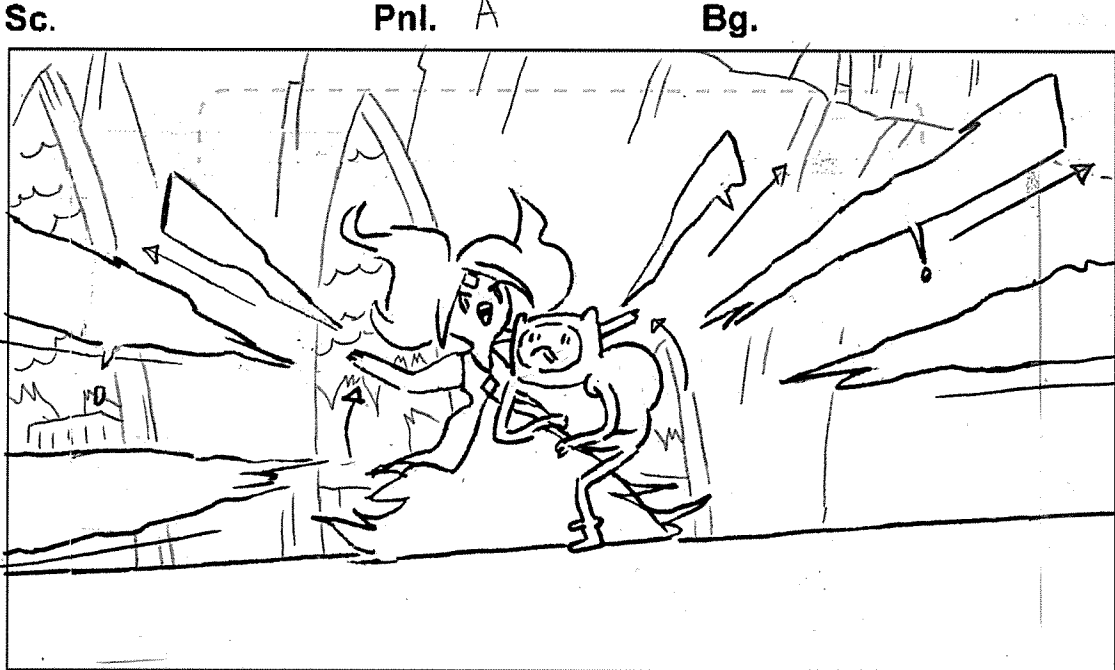
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ADVENTURE TIME

~~BG~~

S.P.

POSE



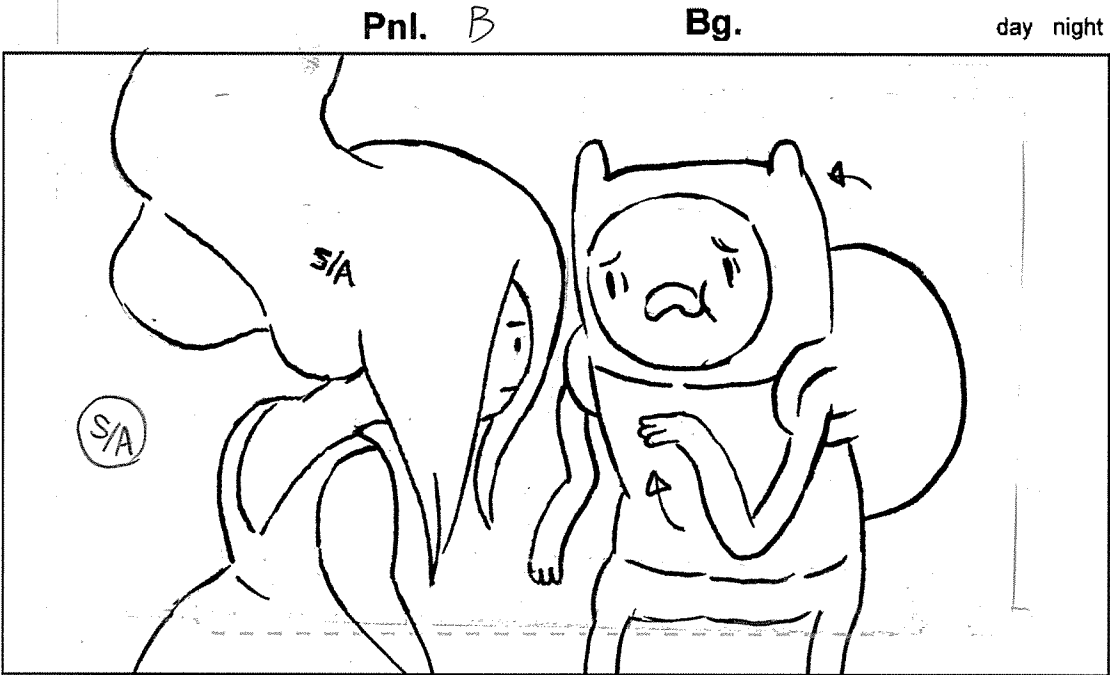
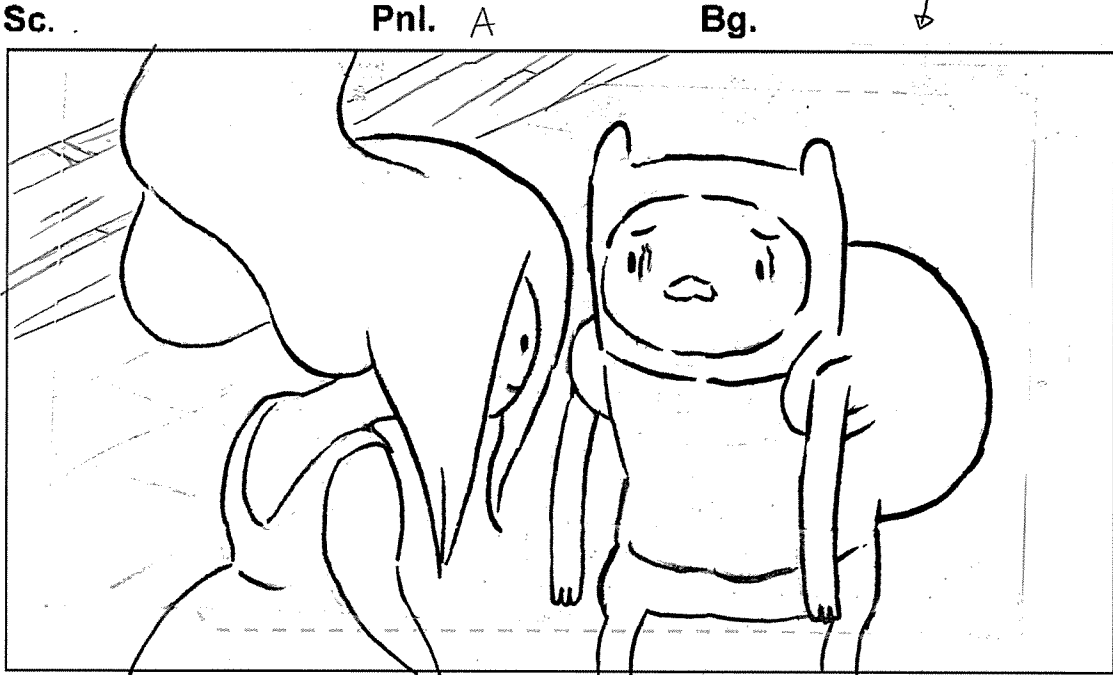
Dialog:	
FP: HA-HA-HA-HA!!	
SFX: * VREE-VREE-VREE! *	SFX: * SSSSS! *
Action:	
FLAME PRINCESS SHOOTS OUT A FLURRY OF FLAME BOLTS.	FLAME PRINCESS SNAPS BACK TO NORMAL.
Timing:	

EPISODE # 100874

Production :

ADVENTURE TIME

SP. ~~BG~~

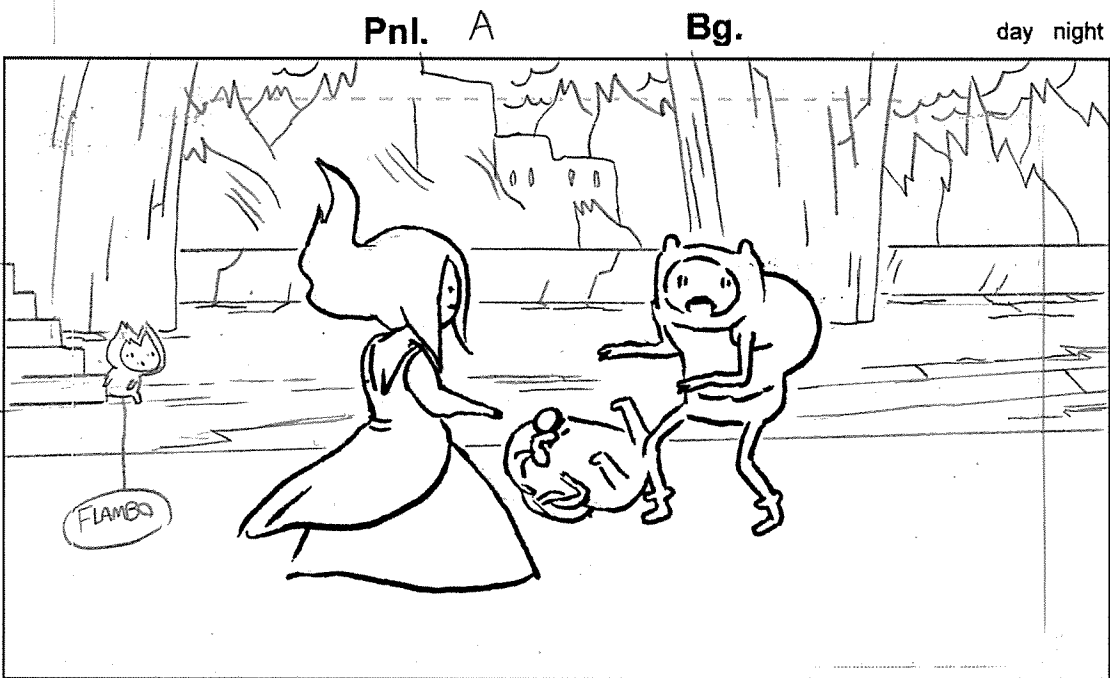
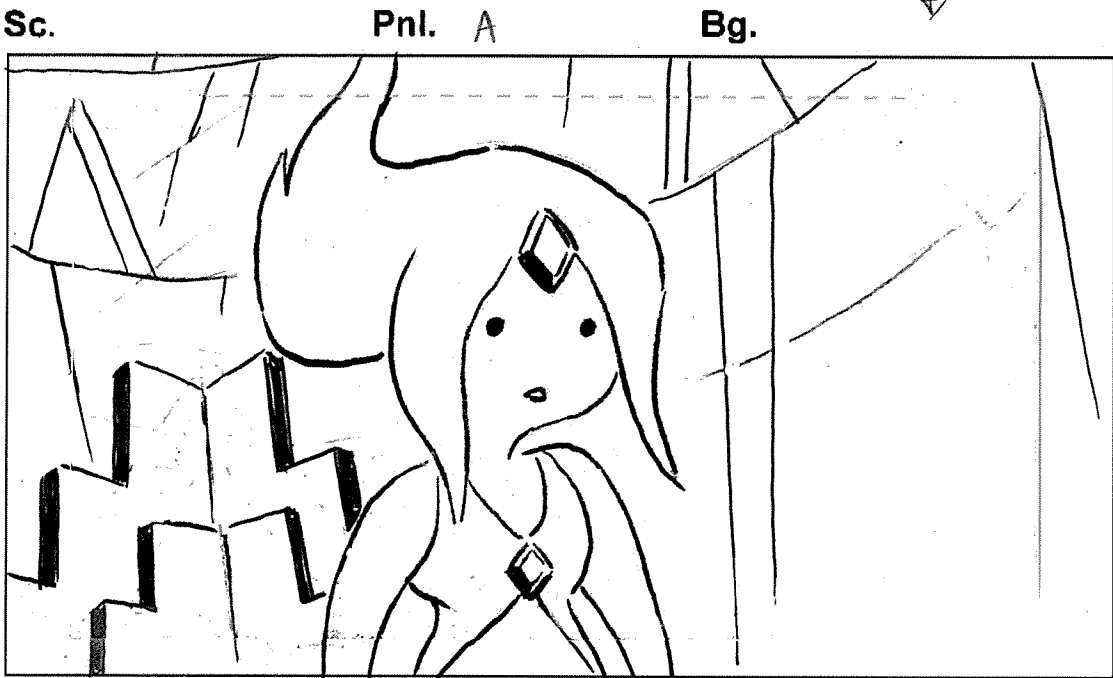


Dialog:	
↓: (FINN) Y'KNOW ... ON SECOND THOUGHT ...	↓: (FINN) WE'RE ... NOT REALLY EACH OTHER'S TYPES
Action: FLESH-FINN BACKS AWAY FROM FLAME PRINCESS	
Timing:	

ADVENTURE TIME

S.P.

~~BG~~



Dialog:

FP: (SMALL) WE'RE WHAT?

J: (FINN) I CHANGED MY MIND ...
I DON'T LIKE YOU.

Action:

Timing:

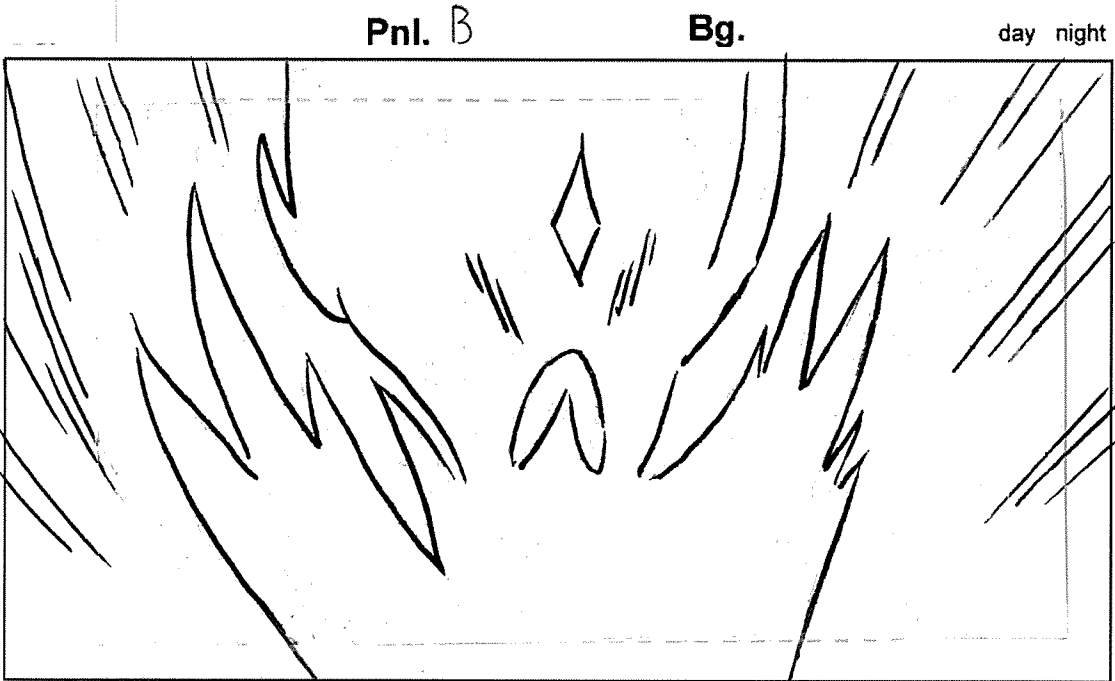
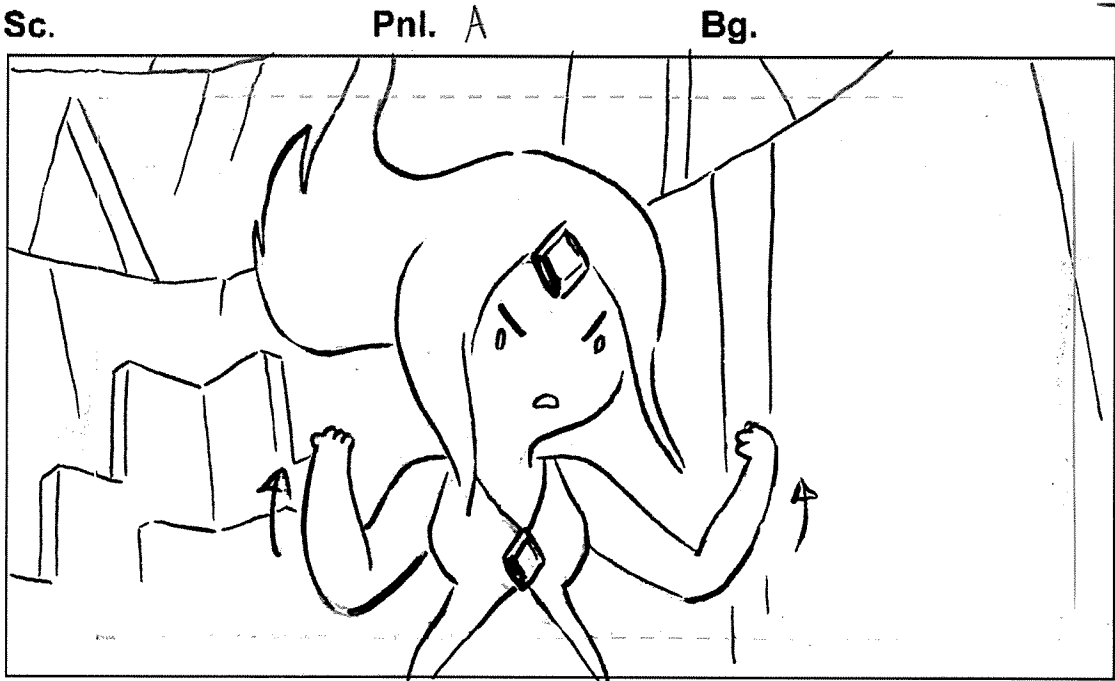
EPISODE # 100874
Production :

ADVENTURE TIME

S.P.

BG

Page 171



Dialog:	FP: YOU ...	FP: ... WHAT?!!
Action:	* FLAME PRINCESS EXPLODES INTO FLAME.	
Timing:		

EPISODE # 100874
Production :

ADVENTURE TIM

BG

S.P.

POSES



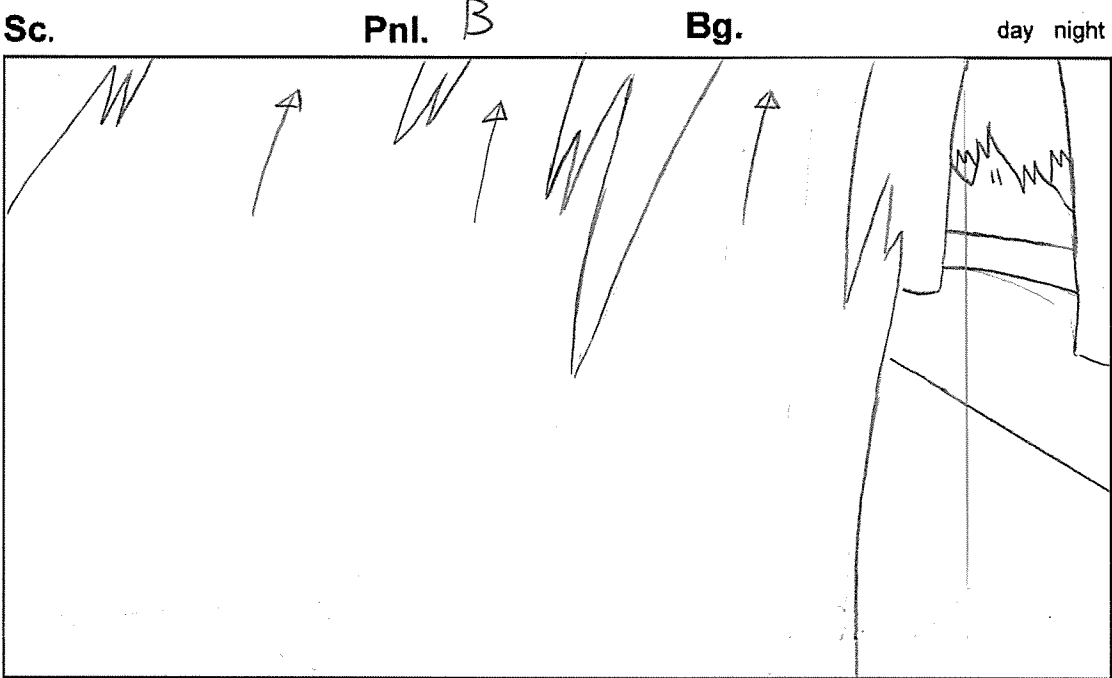
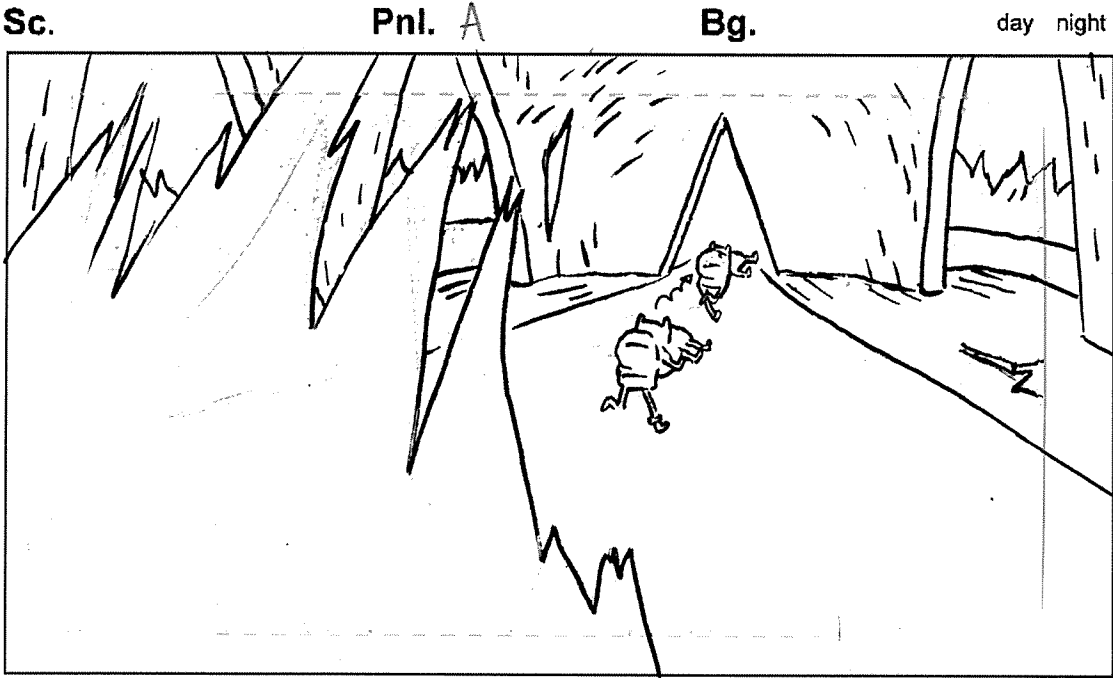
Sc. Pnl. A Bg.

Sc. Pnl. B Bg. day night

Dialog:	J: (FINN) UH, NOTHING!	J: BYE, FLAMBO!
Action:	FLESH- FINN PICKS UP JAKE	
Timing:		

EPISODE # 100874
Production :

ADVENTURE TIME



Dialog:	SFX: * FWOOOOSH!! *	
Action:	FLESHFFINN & JAKE RUN THROUGH DOORW	FLAMES OVERTAKE SCREEN
Timing:		

EPISODE # 100874
Production :

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ADVENTURE TIME



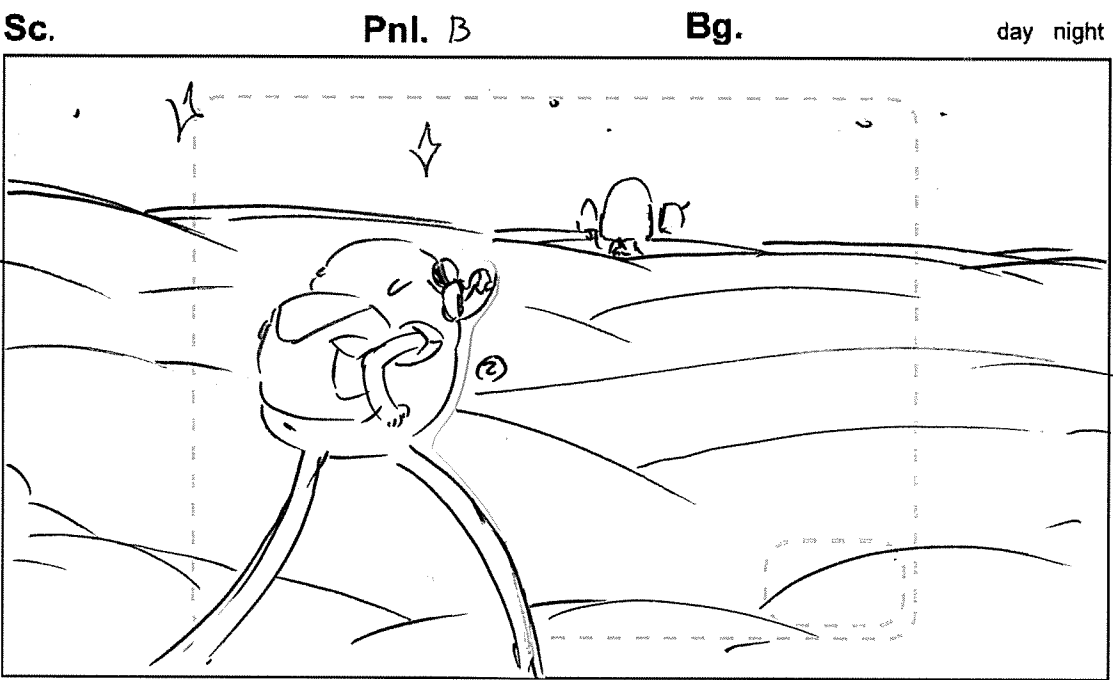
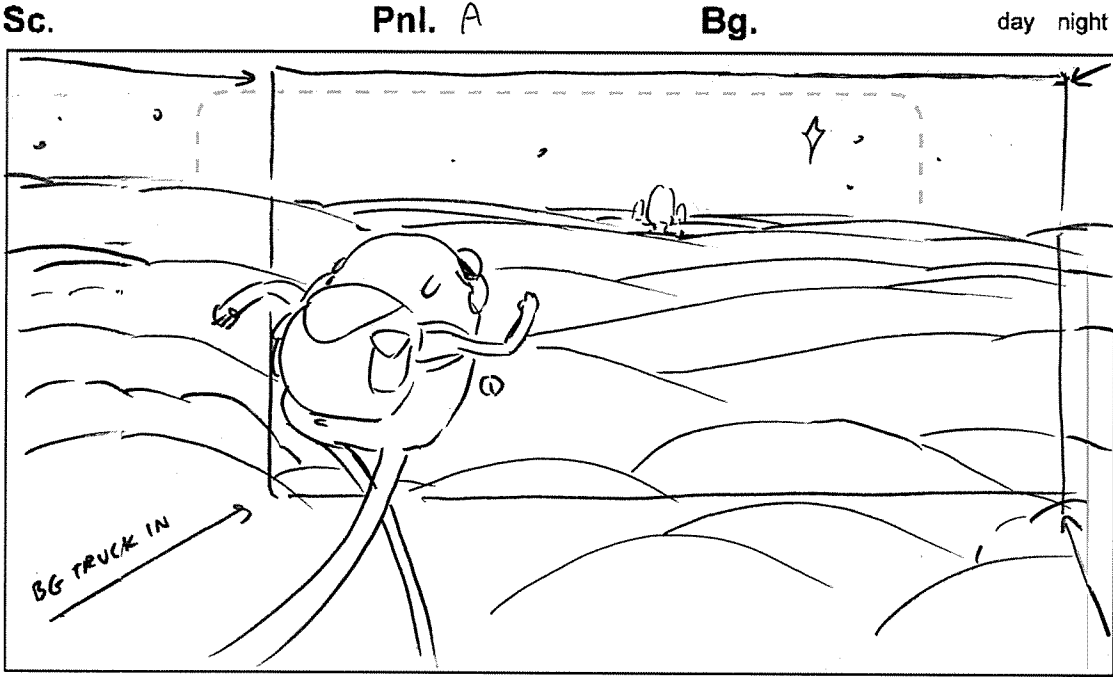
Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night	

Dialog:	SFX: * K-BOOOM!! *	
Action:	• JAKE TALL-WALKS AWAY FROM THE VOLCANO	• VOLCANO EXPLODES BEHIND JAKE. • FLAMING GLYPH BLOWS APART
Timing:		

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Production :

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ADVENTURE TIME



Dialog:	
Action:	J RUNS LONG-LEG STYLE OVER MOUNTAINS OUT OF FIRELANDS TOWARD FOOTHILLS / TREEHOUSE (CYCLE ① & ② FOR RUN)
Timing:	J GETTING CLOSER TO TREEHOUSE

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TIME



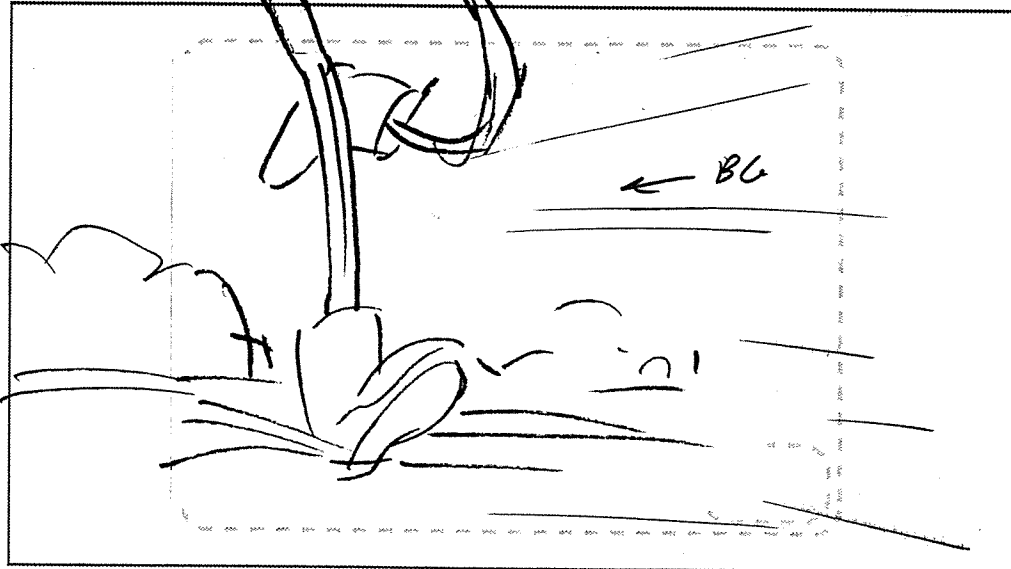
Page 176

Sc.

Pnl. A

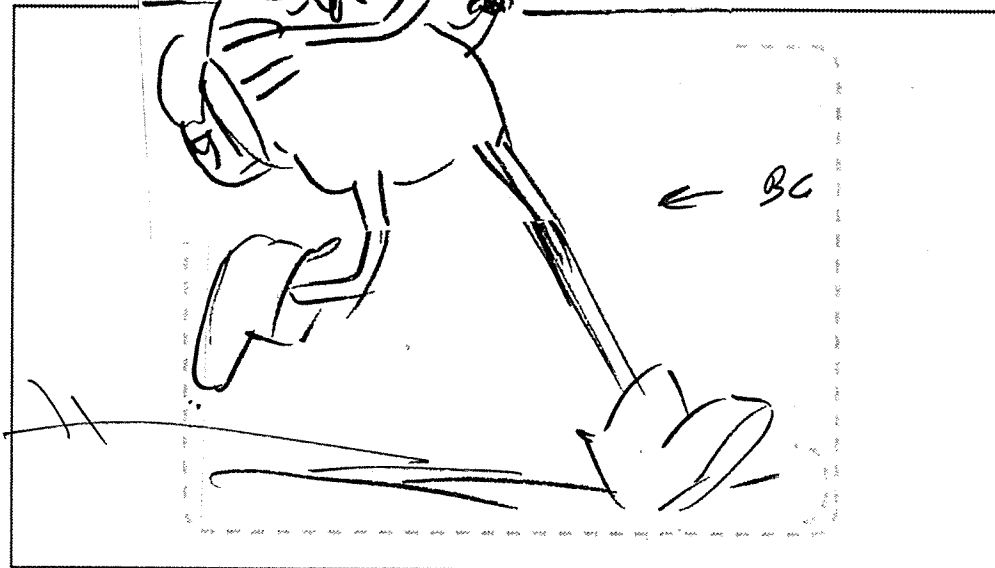
Bg.

day night



Sc.

day night



Dialog:

Action:

Timing:

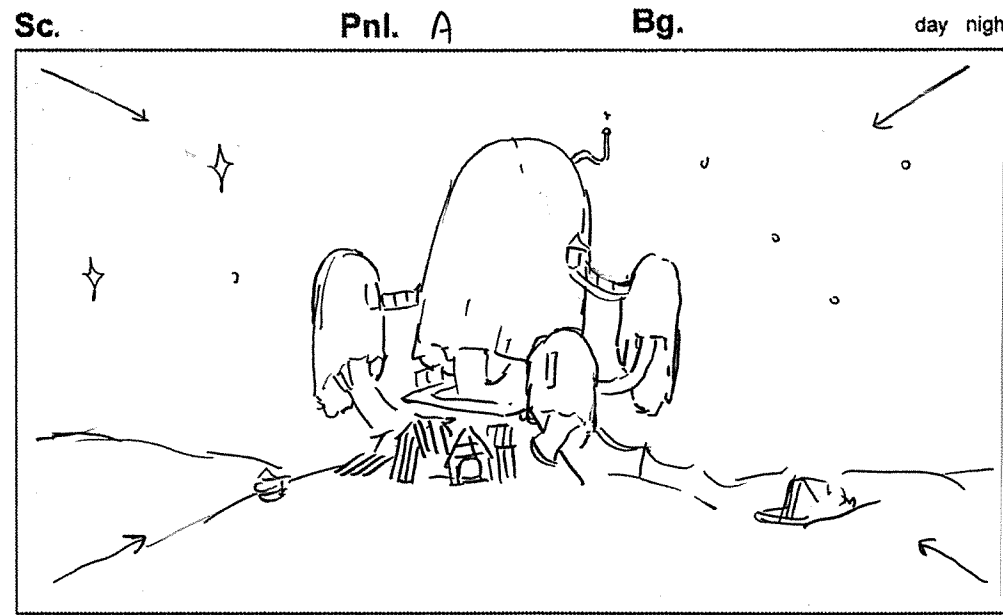
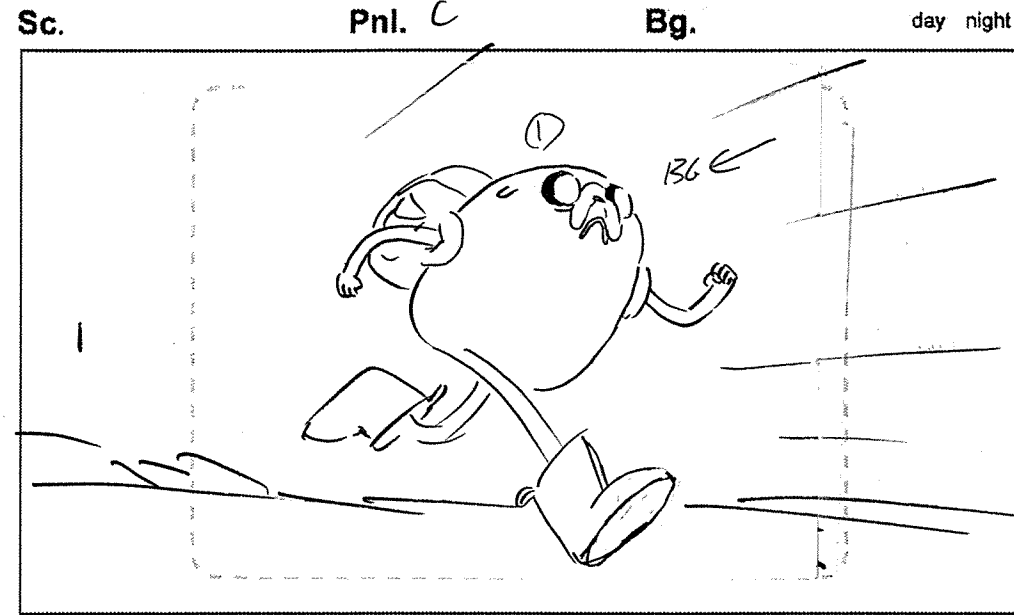
EPISODE # 100874

Production :

ADVENTURE TIME



Page 177



Dialog:

Action:

Timing:

JAKE IS RUNNING
ALTERNATE ① & ②

②

J P.O.V. —
TRUCK IN ON TREEHOUSE,
SHAKING UP & DOWN AS
J RUNS

EPISODE #
100874

Production :

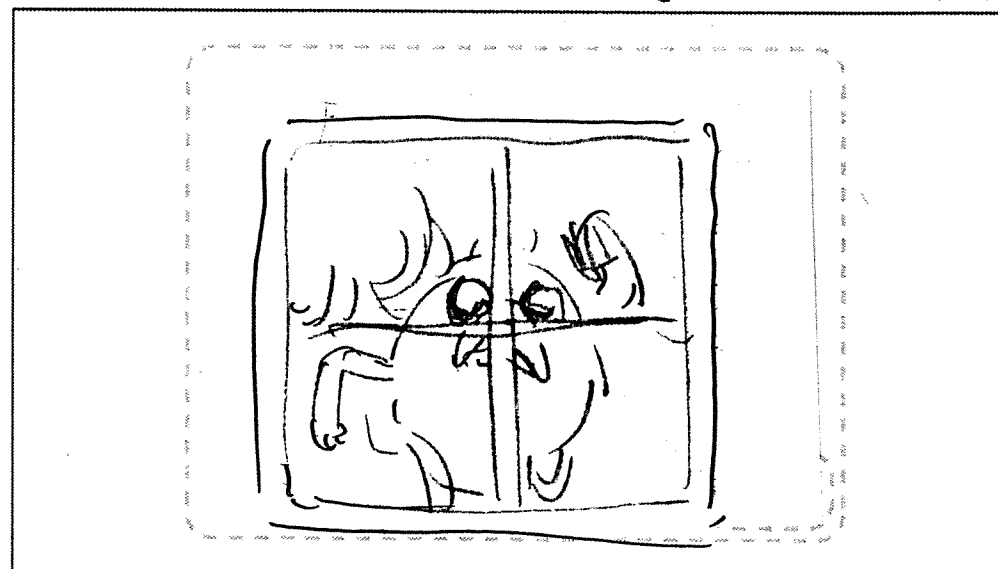
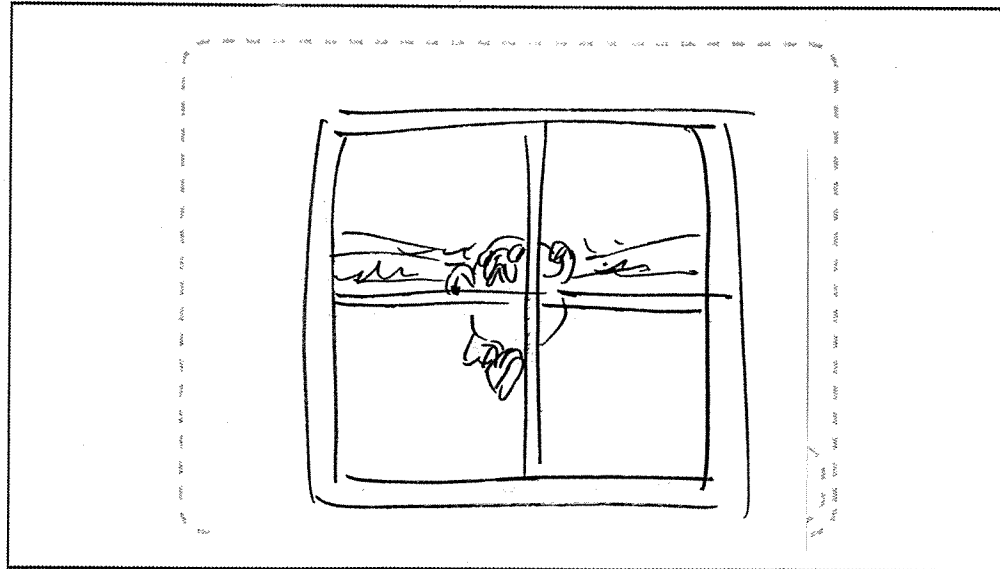
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ADVENTURE TIME



Page 178

Sc. Pnl. A Bg. day night Sc. Pnl. B Bg. day night



Dialog:

Action:

Timing:

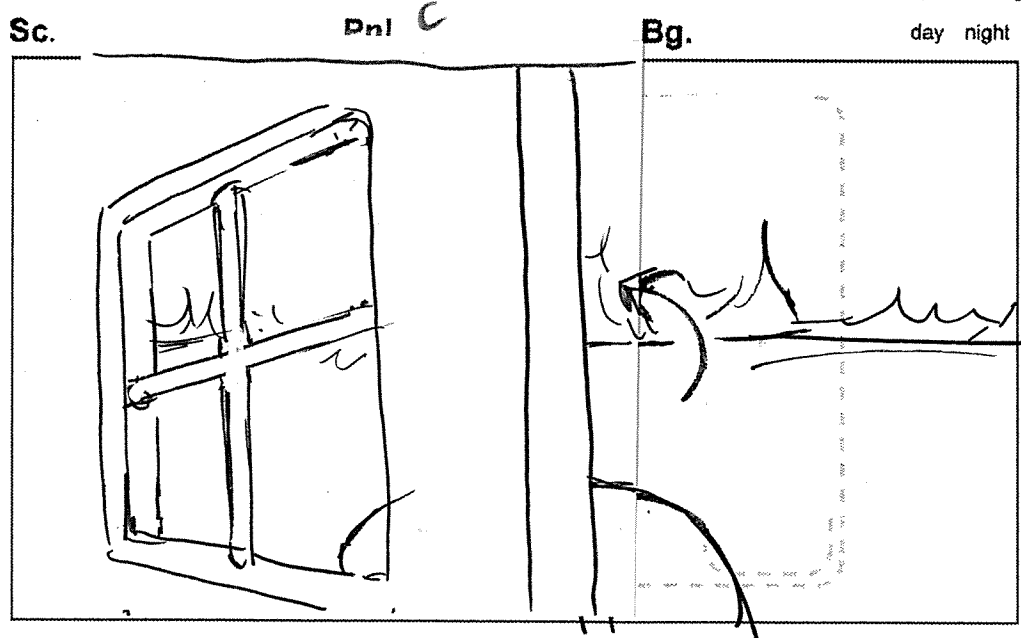
INT - I RUNNING
UP TO DOOR - HORIZON LIGHTING UP
W/ FIRE

EPISODE #
100874

Production :

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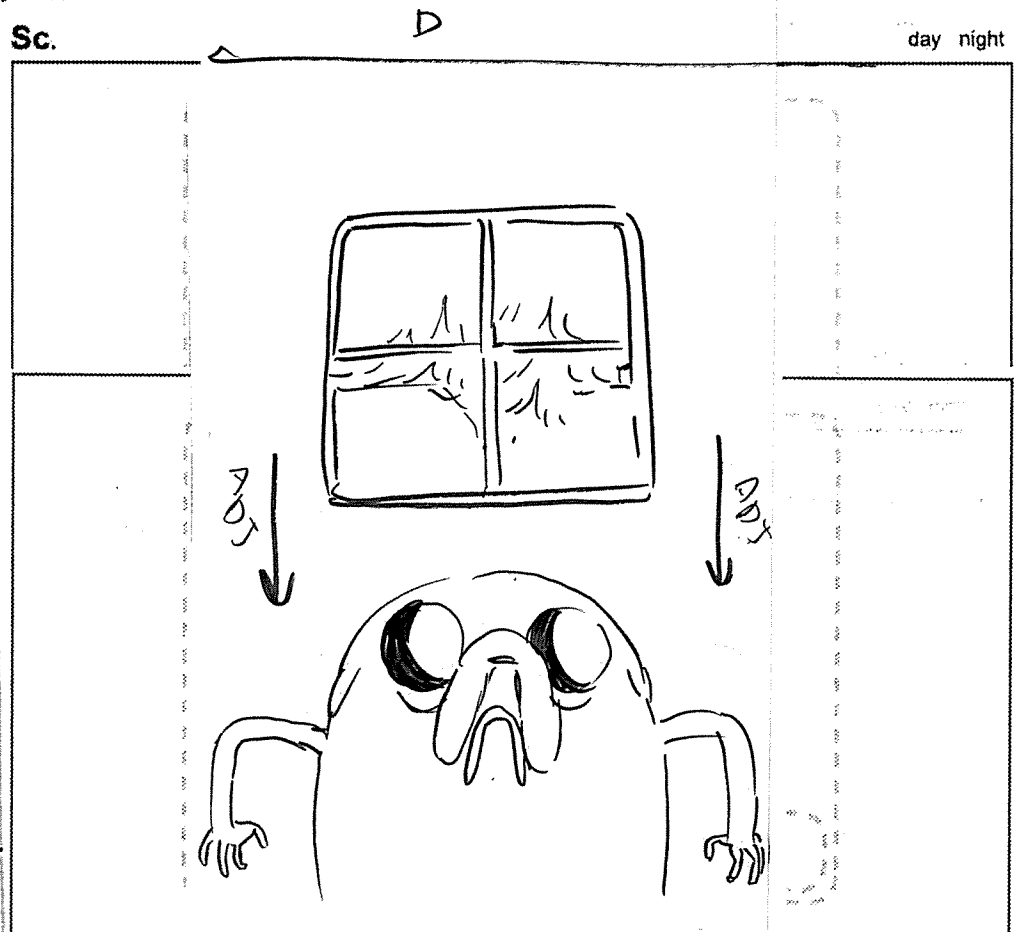
ADVENTURE TIME



Dialog: J OPENS DOOR

Action:

Timing:



J SLAMS
DOOR SHUT, ADS
DOWN TO HIS SCARED FACE.
(HORIZON OUTSIDE WINDOW
LIT W/ FIRE)

100874

EPISODE #

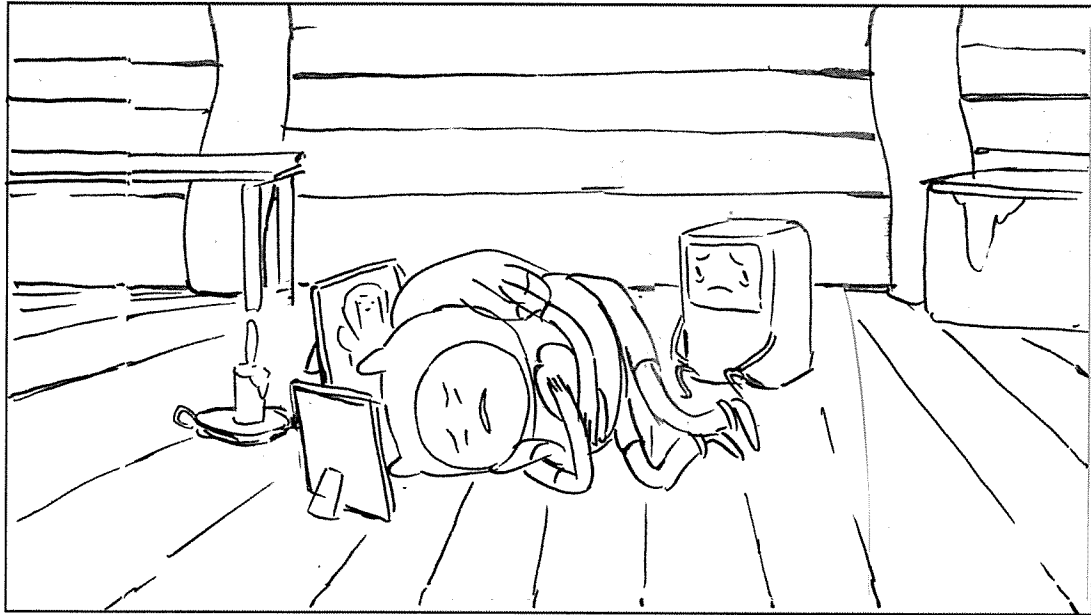
Production :

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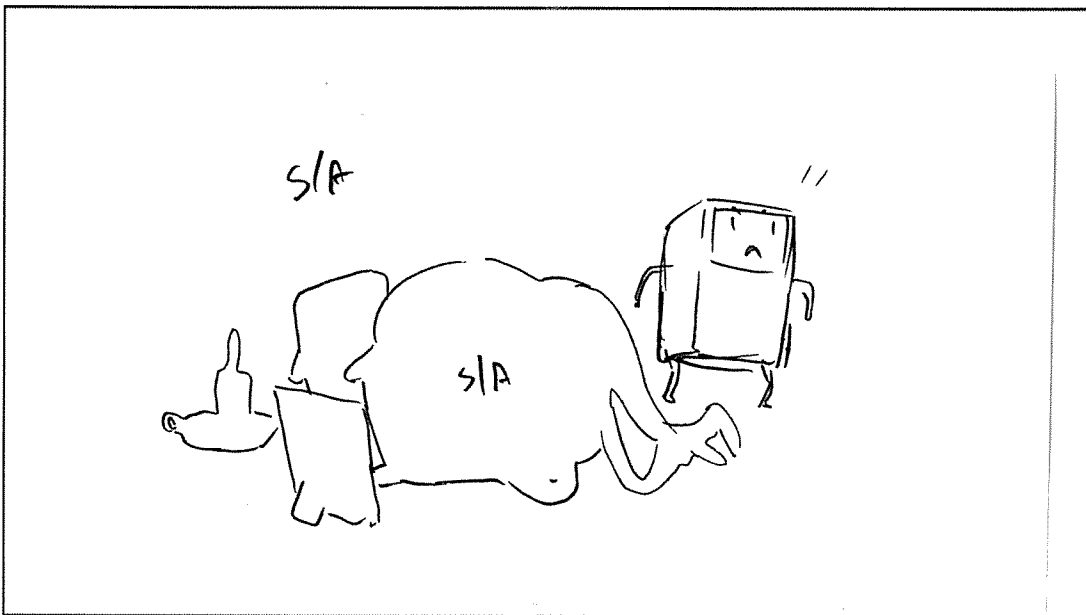
ADVENTURE TIME



Sc. Pnl. A Bg. day night



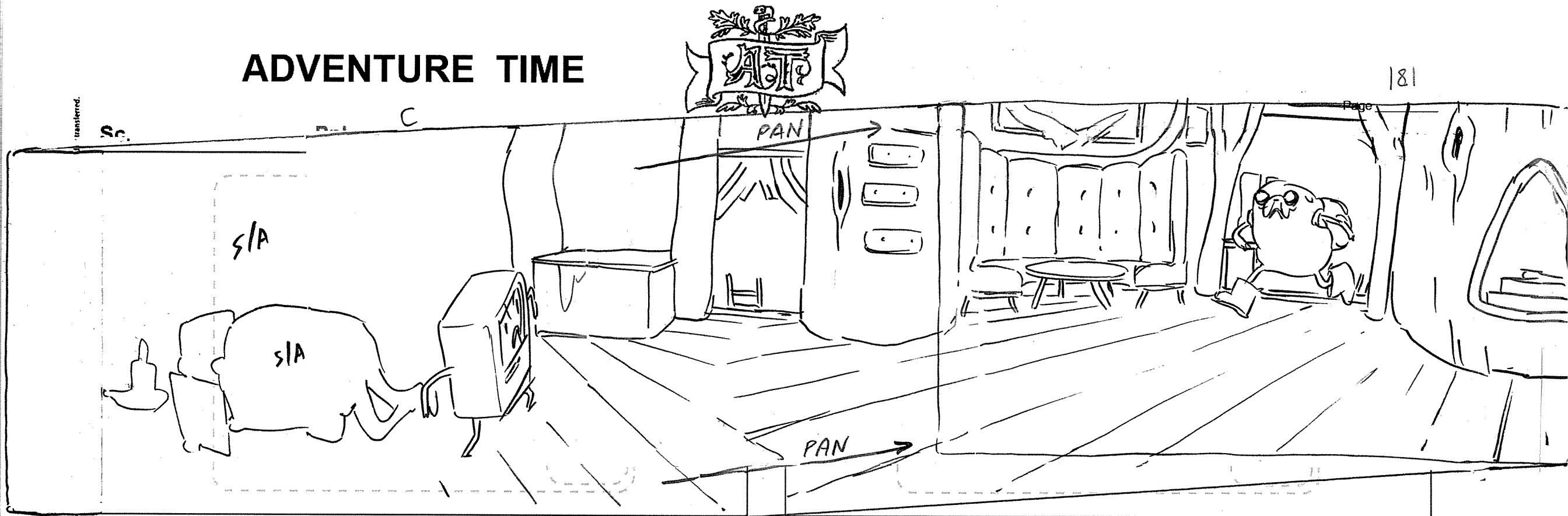
Sc. Pnl. B Bg. day night



Dialog:
Action: B·MO WATCHING F
Timing:
B·MO HEARS FOOTSTEPS & JUMPS UP, ALERT

EPISODE # 100874
Production :

ADVENTURE TIME



Dialog:

5) FINN!!

Action:

Timing:

Production :

400874

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ADVENTURE TIME



Sc. Pnl. D Bg. day night

Sc. Pnl. Bg. day night

Dialog:

5) FINN!!!

Action:

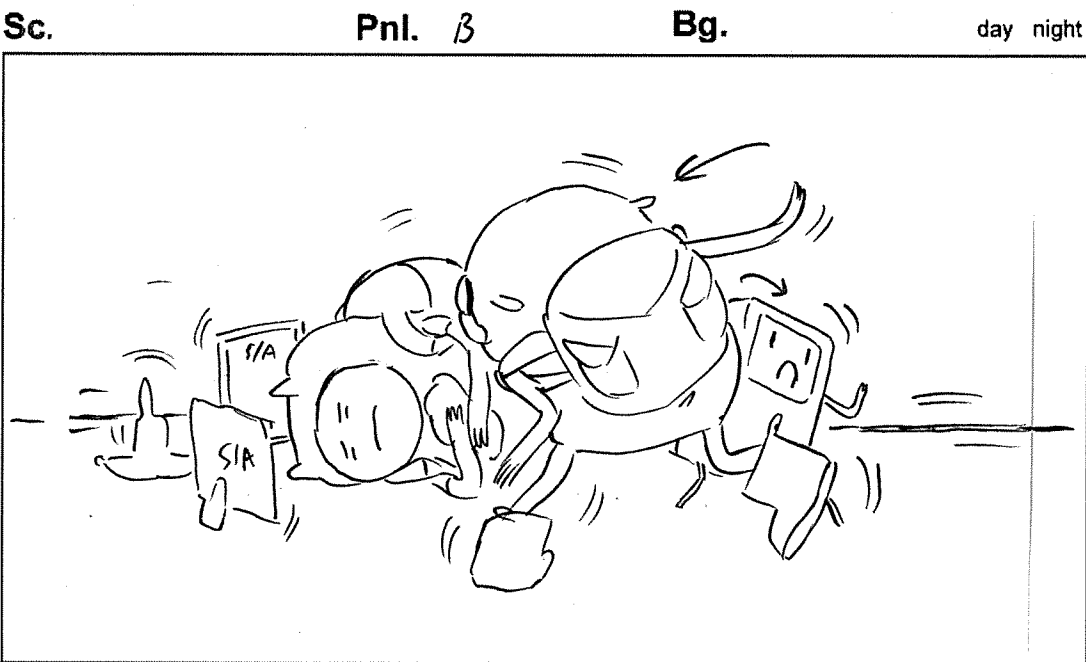
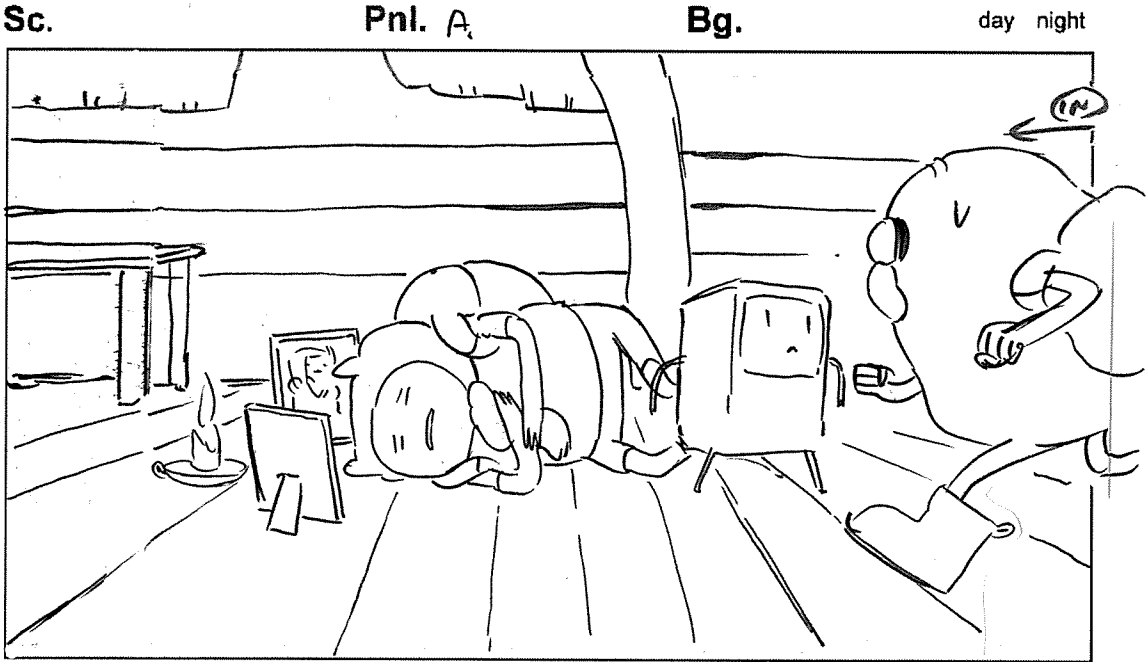
J RUNS TOWARD F + B

Timing:

EPISODE # 100874
Production :

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ADVENTURE TIME



Dialog:	J) I REALLY MESSED UP!	
Action:	J RUNS IN	GROUND SHAKES VIOLENTLY, J + B LOSE BALANCE
Timing:		

100874
EPISODE #
Production :

ADVENTURE TIME



Page 184

Sc.

Pnl. A

Bg.

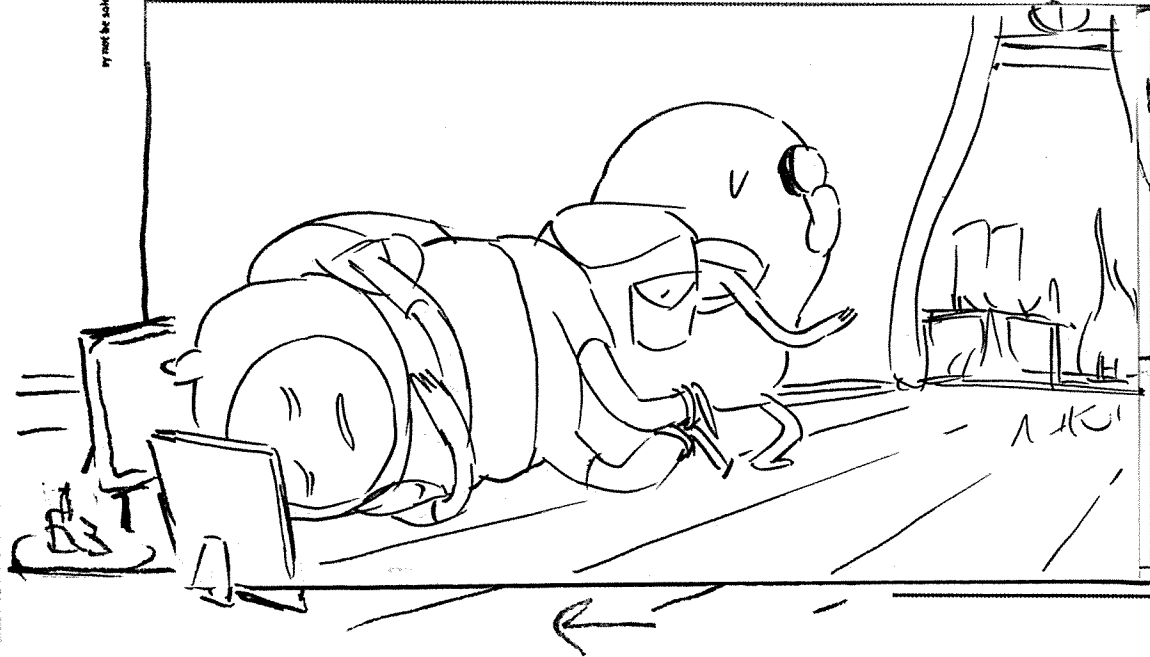
day night

Sc.

Pnl. B

Bg.

day night



5) FINN! FINN, BUDDY!

EPISODE #

Production :

100874

by mail be sold or transferred.

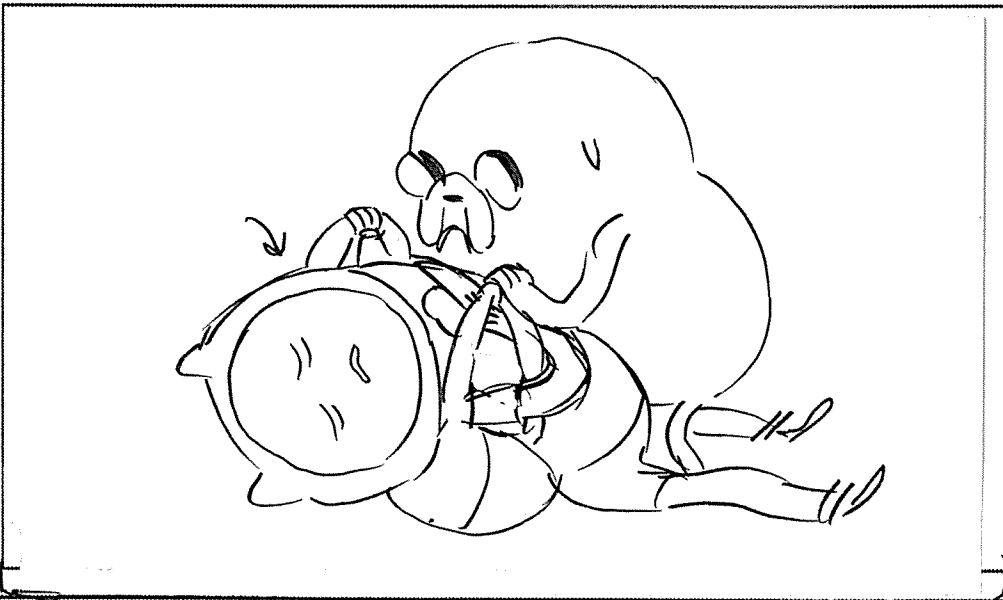
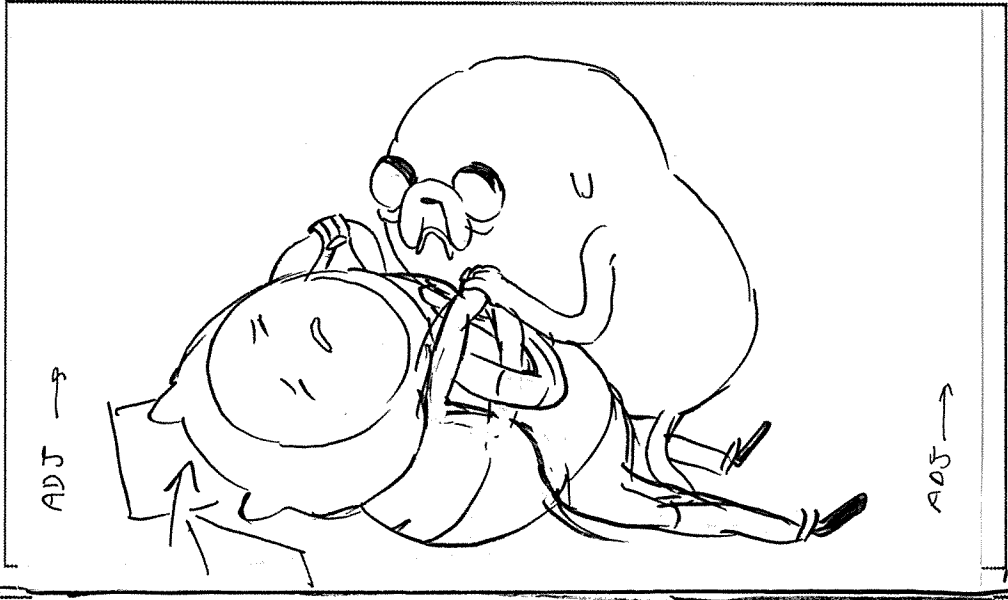
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ADVENTURE TIME



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Sc. Pnl. C Bg. day night Sc. Pnl. D Bg. day night



DI

5) YOU GOTTA HELP ME! I MADE A MISTAKE!!!

Action:

Timing:

- NOTHING FROM F -

EPISODE # 100874

Production :

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ADVENTURE TIME



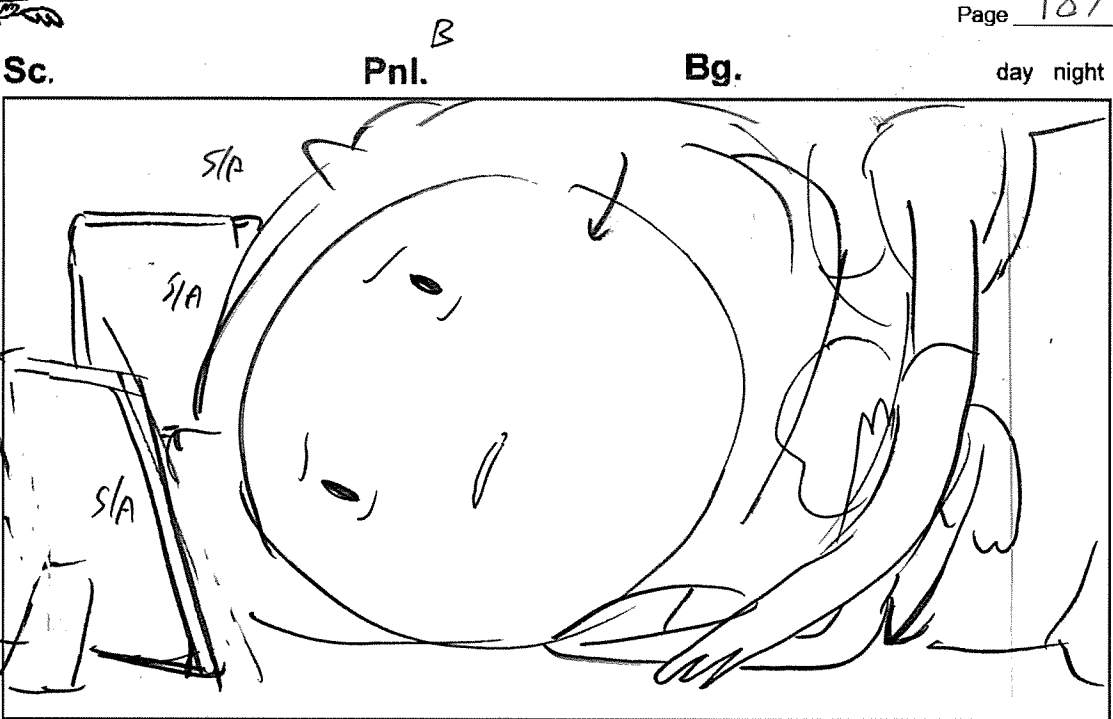
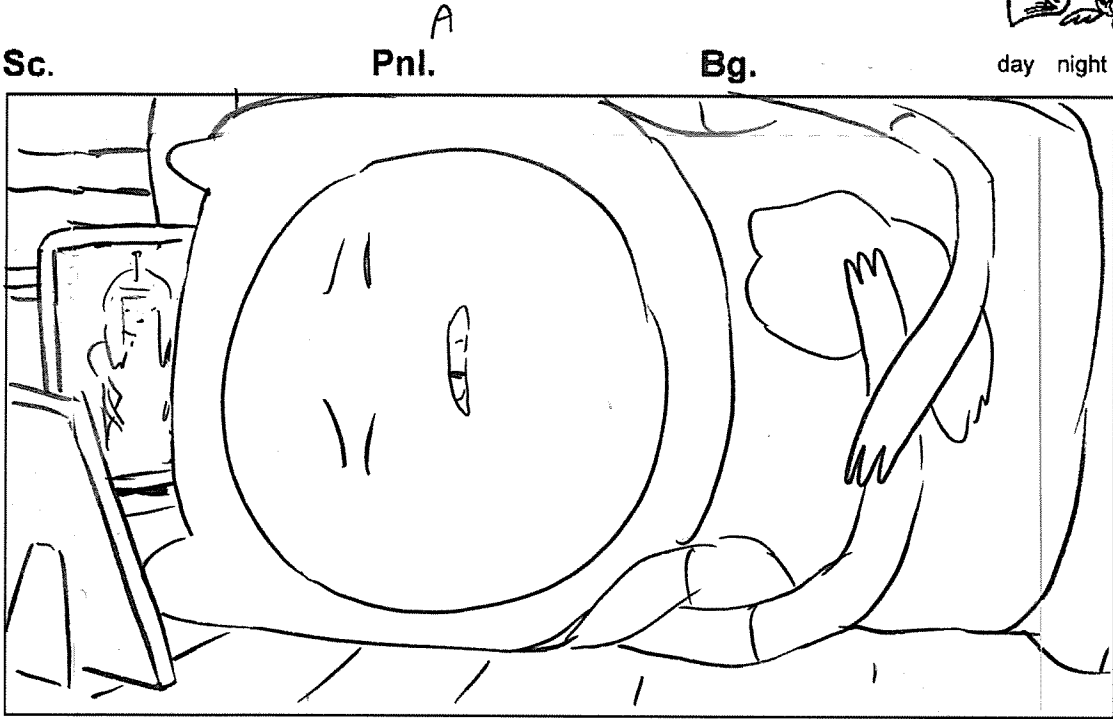
Sc.	Pnl. E	Bg.	day night	Sc.	Pnl. F	Bg.	day night
		S/A				S/A	

Dialog:	J>AAGH!!!!	
Action:	FIRE CREEPS UP, J SETS F DOWN	J RUNS FROM FIRE
Timing:		

100874
EPISODE #
Production :

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ADVENTURE TIME



Dialog:

Action:

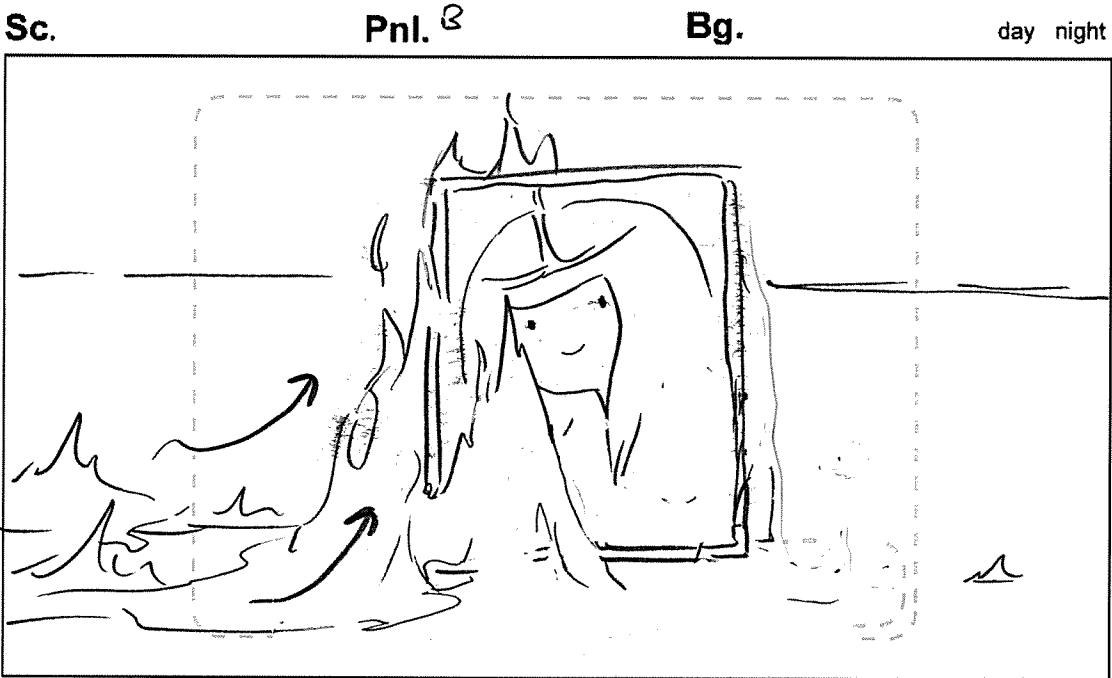
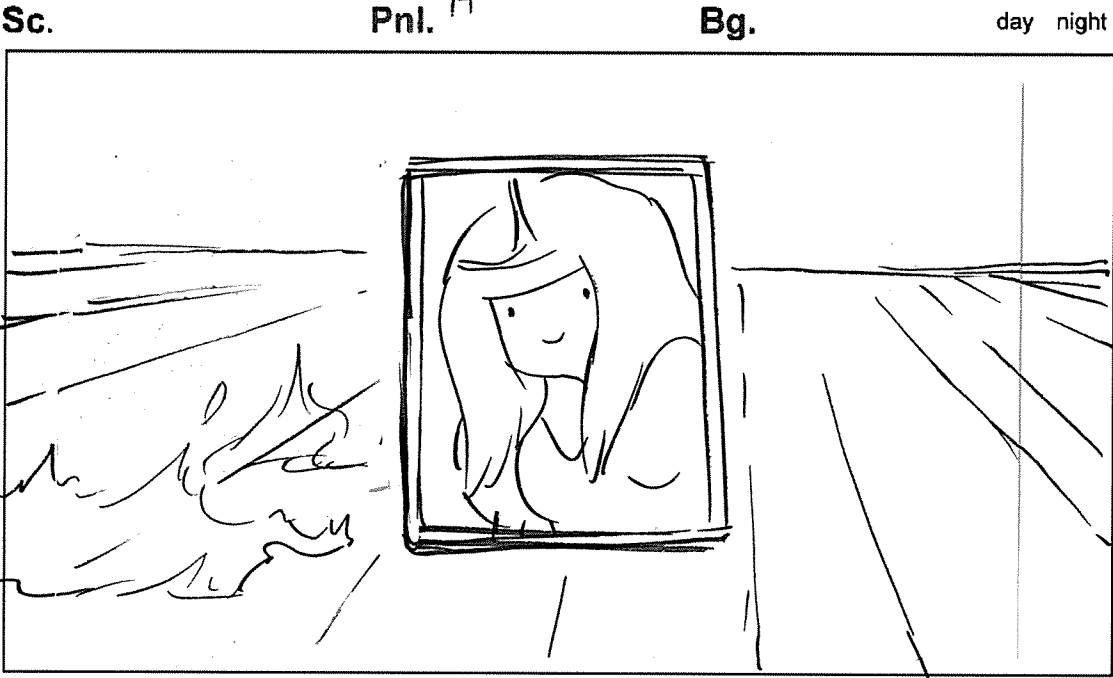
F TURNS TO STARE AT FRAMED PICTURE

Timing:

EPISODE # 100874
Production :

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ADVENTURE TIME

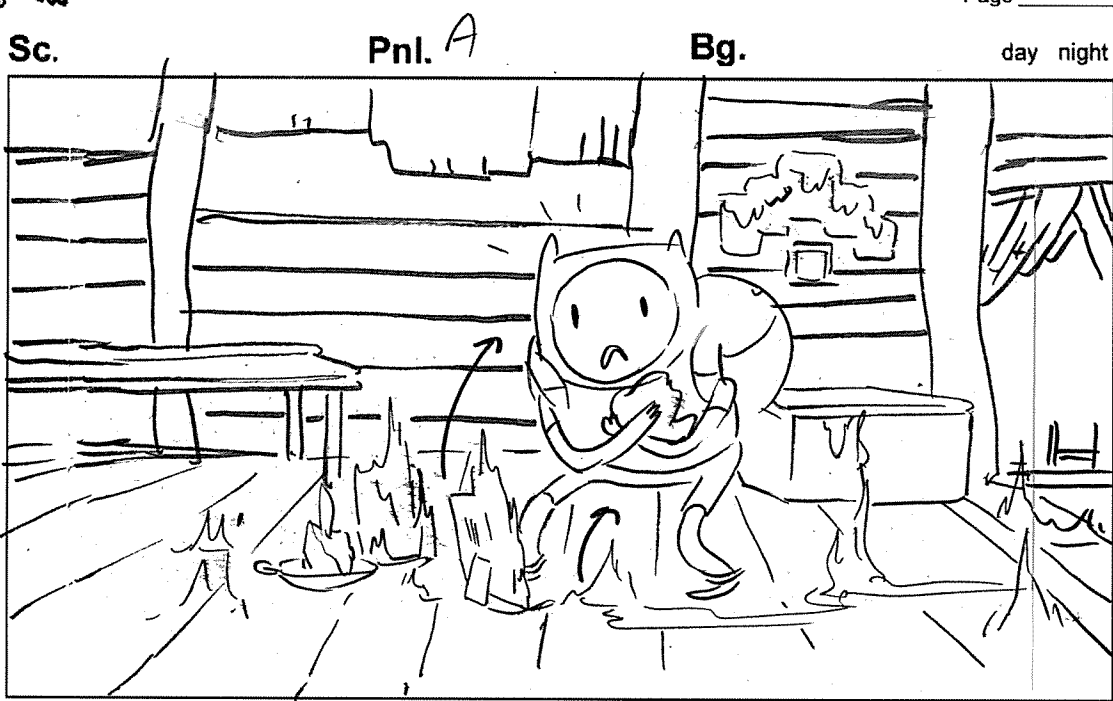
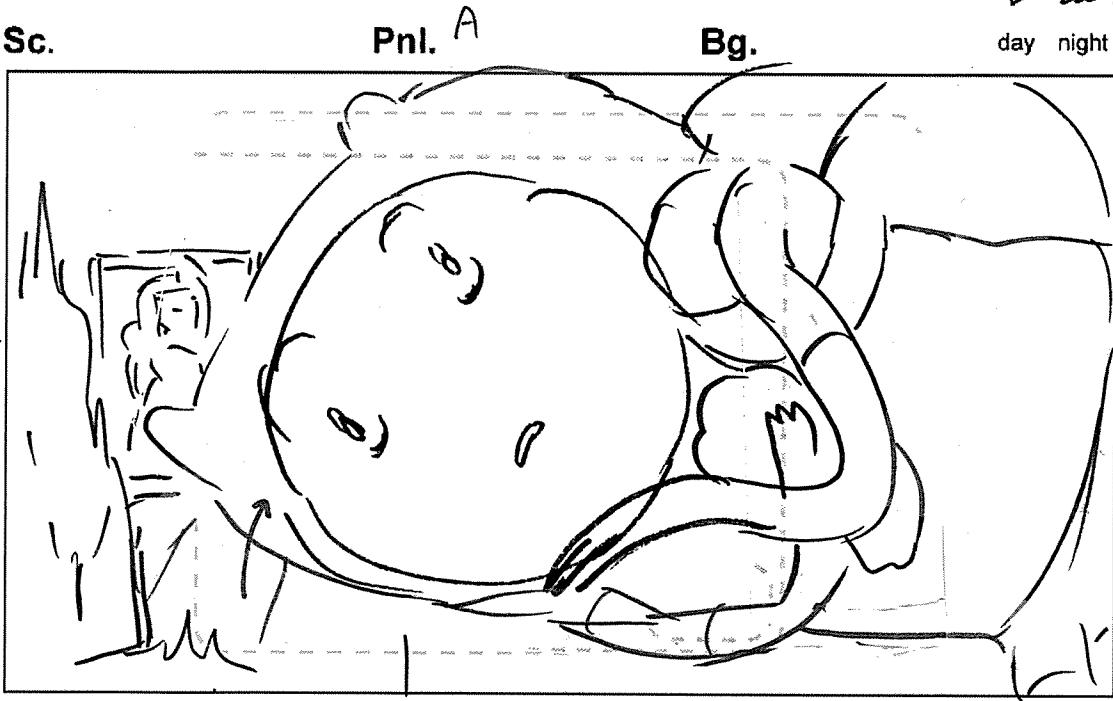


Dialog:
Action: FIRE CREEPS UP & STARTS TO BURN FRAMED PICTURE OF PB
Timing:

EPISODE # 100874
Production :

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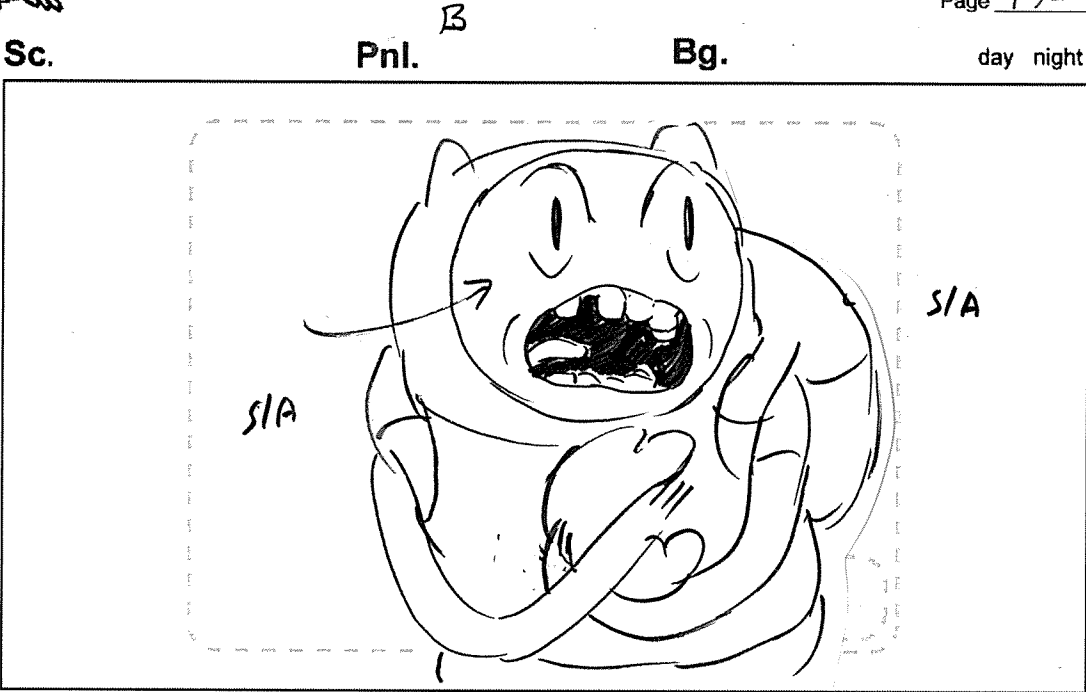
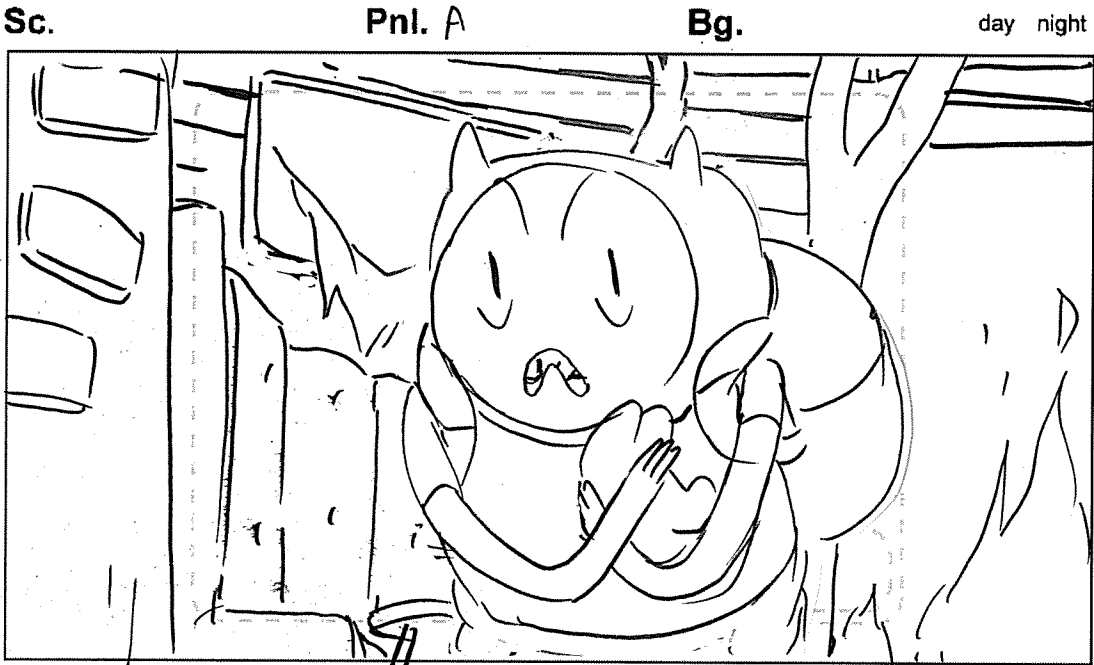
ADVENTURE TIME



Dialog:		
Action:		
Timing:		F JUMPS UP- PICTURES ARE ON FIRE

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ADVENTURE TIME



Dialog:

Action:

Timing:

(F) WHO LIT THAT FIRE?!?!

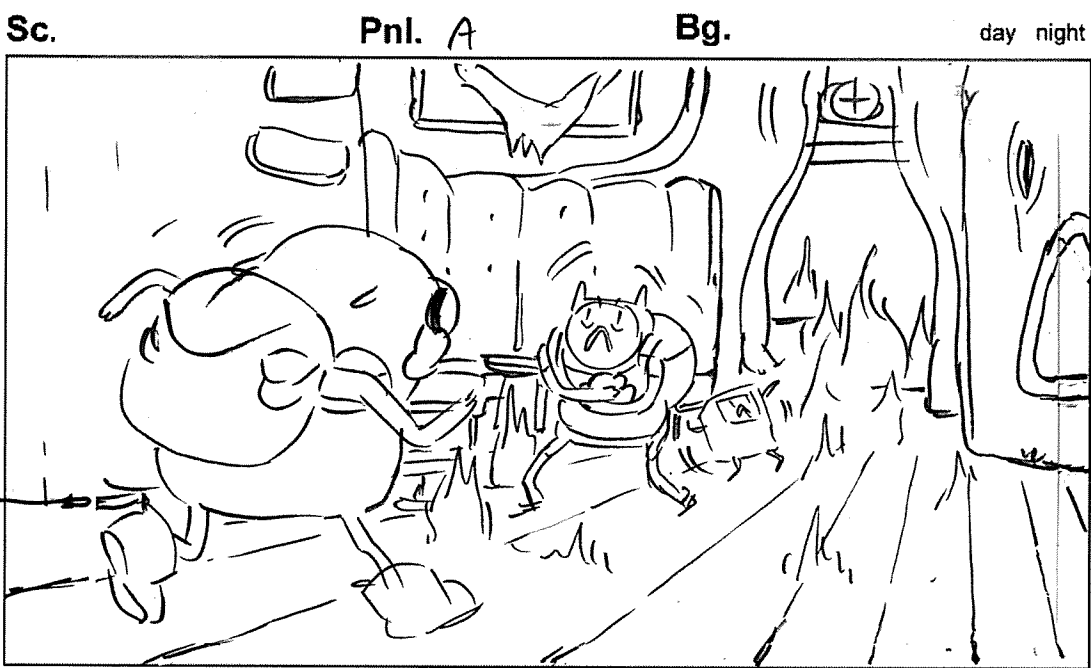
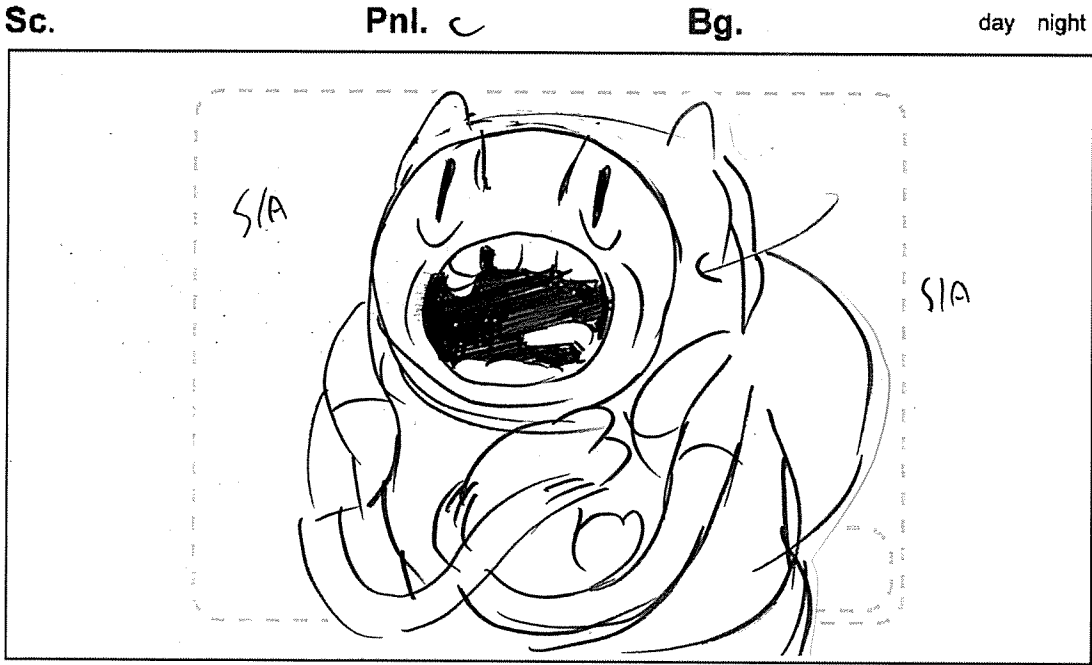
Production :

EPISODE #

100874

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ADVENTURE TIME

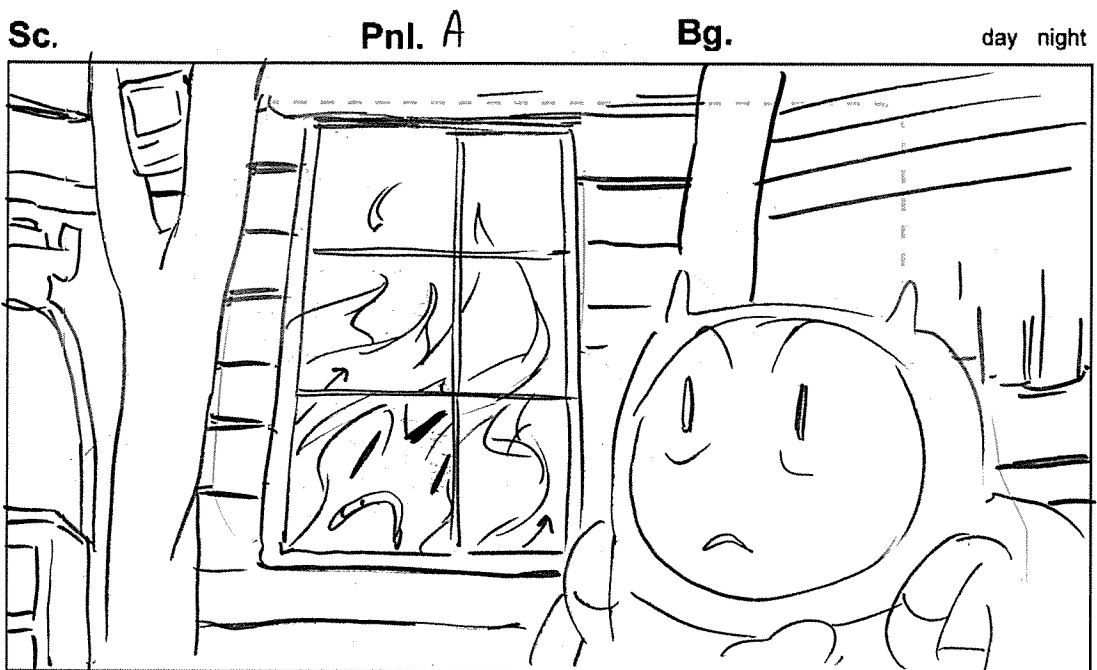
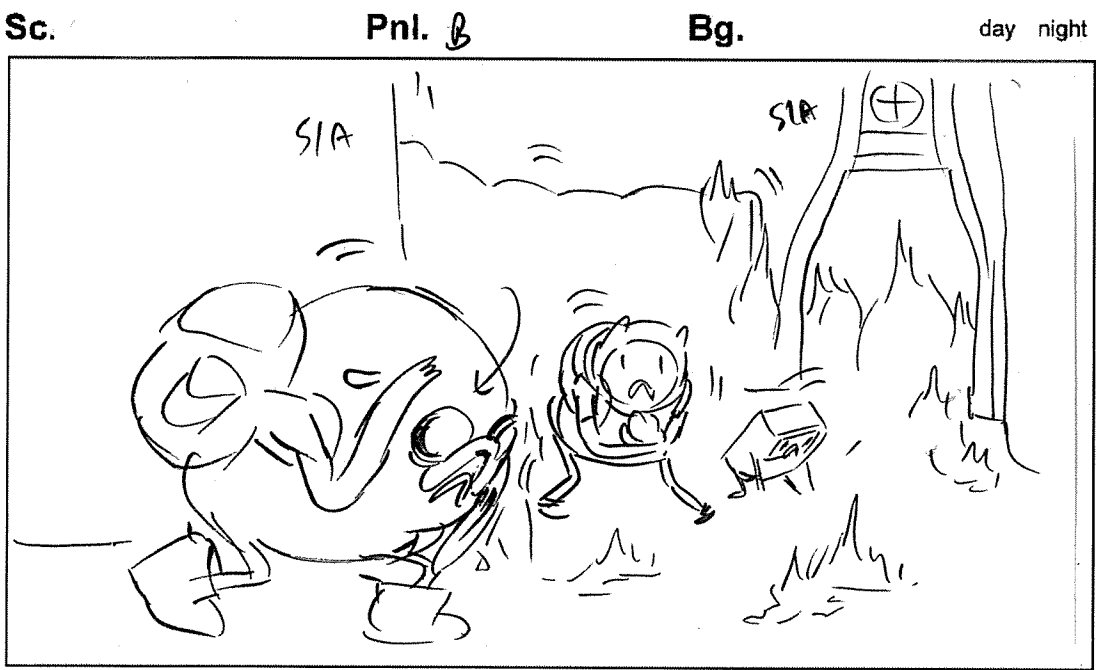


Dialog:	F) I'LL KILL YOU!!!
Action:	~~~~~ RUMBLE ~~~~~ F+J+B ~~~~~ SHAKE ~~~~~ LOSE BALANCE AS GROUND SHAKES
Timing:	

EPISODE # 100874
Production :

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ADVENTURE TIME

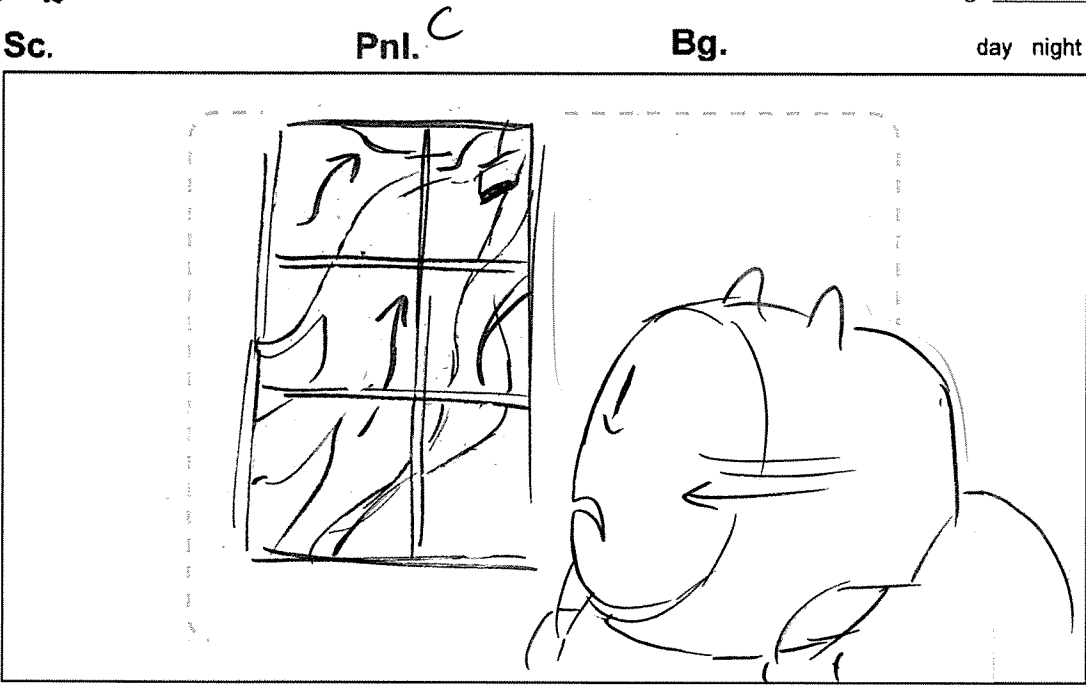
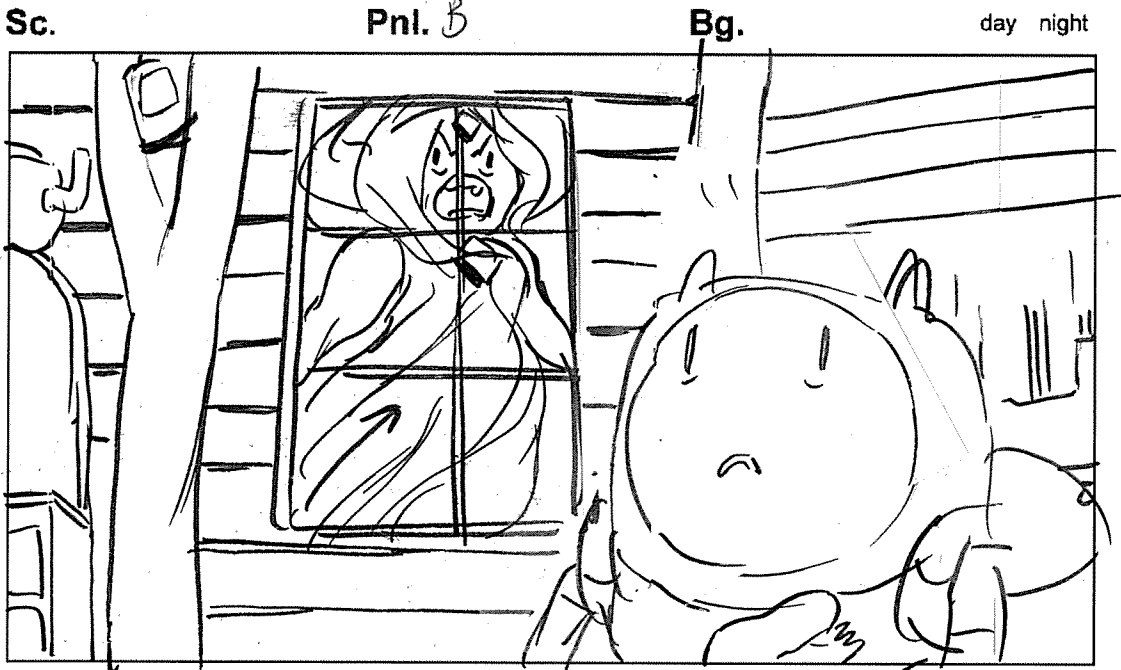


Dialog:
Action: F + J + B W, F BALANCE FP RISES UP OUTSIDE WINDOW
Timing:

EPISODE # 100874
Production :

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ADVENTURE TIME



Dialog:	FP) WHAT'S YOUR PROBLEM, JERK?!?
Action:	FP VEERS OFF TO THE RIGHT
Timing:	

Production : EPISODE # 100874



ADVENTURE TIME

Page 194

Sc.	Pnl.	A	Bg.	day	night	Sc.

Dialog:	Action:	Timing:
	EXT- FINN RUNS TO WINDOW TO LOOK	

EPISODE #

100874

Production :

ADVENTURE TIME

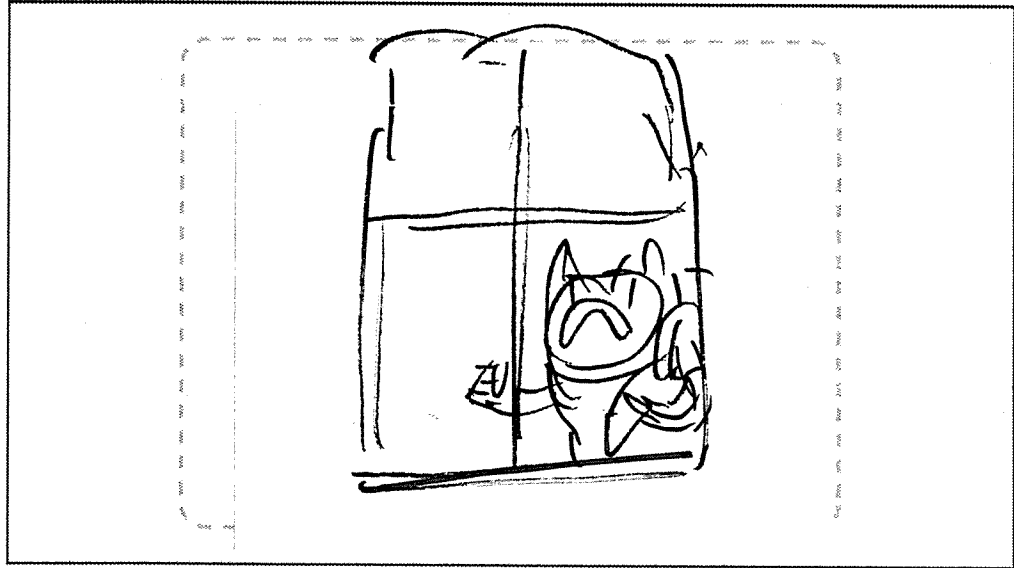


Sc.

Pnl. A

Bg.

day night

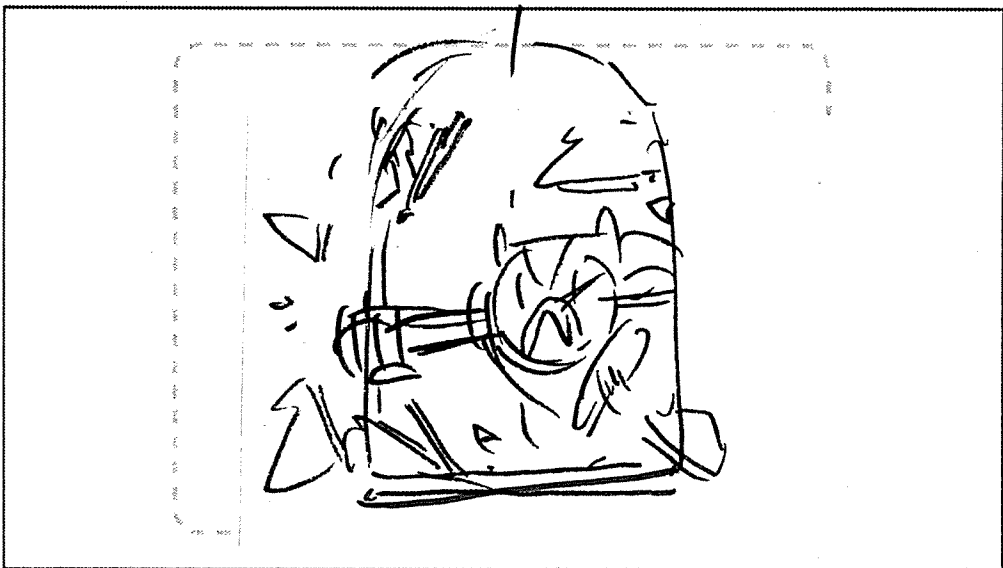


Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

F PUNCHES
OUT WINDOW
TO LOOK

EPISODE # 100874

Production :

ADVENTURE TIME



Sc	Pnl	C	Rn	day	night	Sc.	Pnl.	D	Bg.	day	night		
												Ef	

Dialog:	
Action:	F LEANS OUT WINDOW + SEES FP MOVING AROUND SIDE OF TREEHOUSE
Timing:	

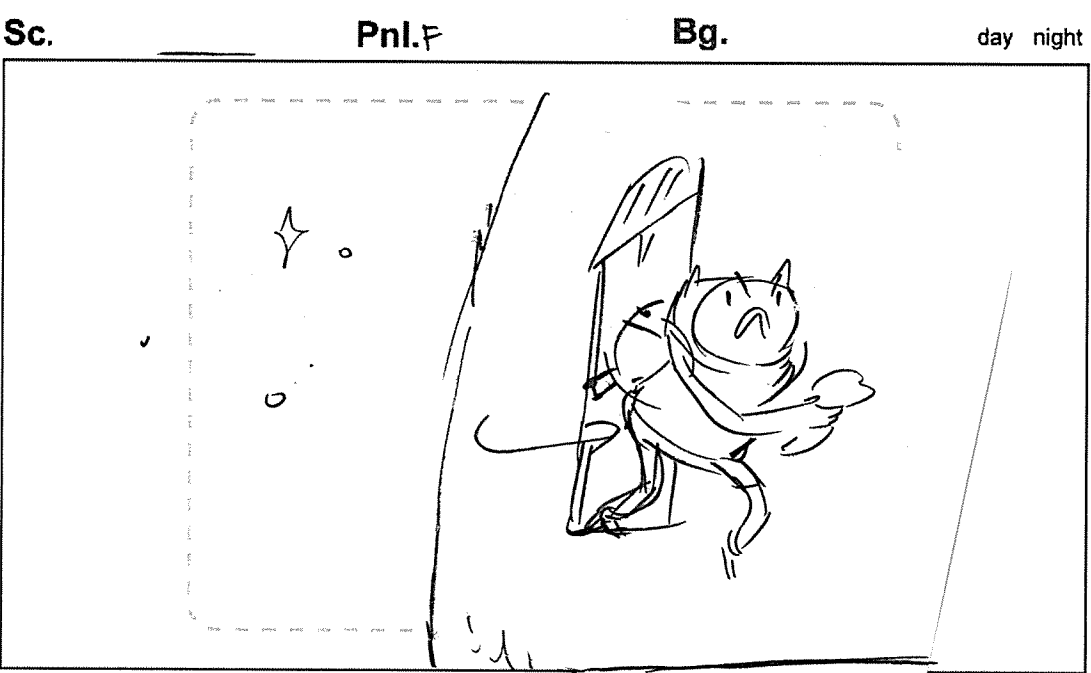
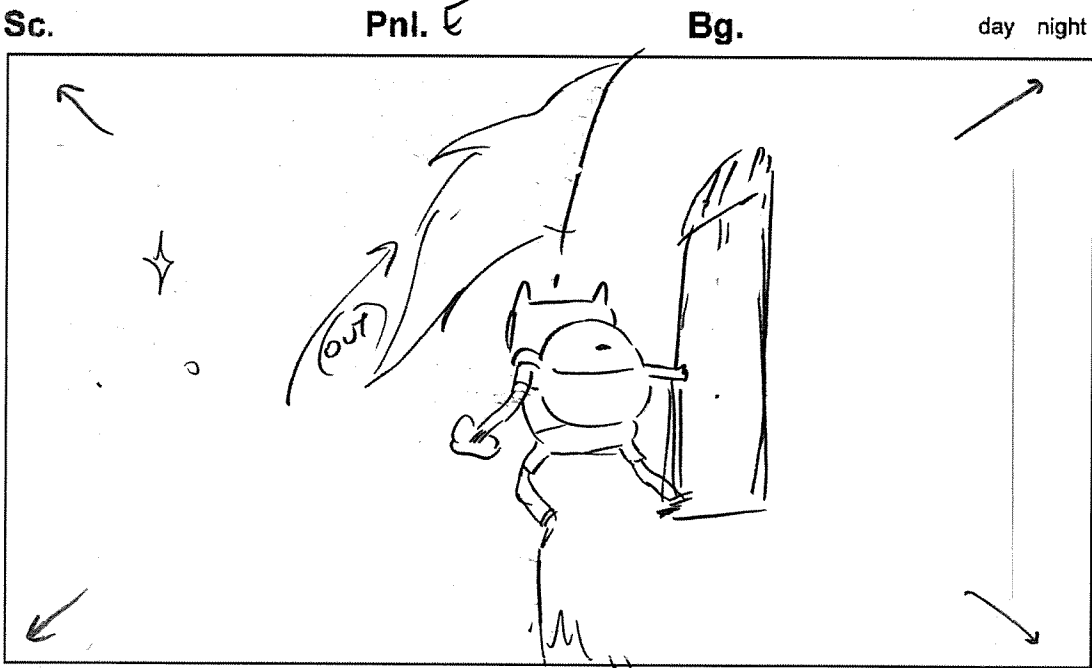
Production :

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ADVENTURE TIME



Dialog:

Action:

FIRE GOES BEHIND HOUSE

F WHIPS AROUND TO LOOK RIGHT

Timing:

EPISODE # 100874

Production :

ADVENTURE TIME

Sc.

Act. G

day night

PAN

PAN

PAN UP & OVER TO
FP RISING ABOVE TREEHOUSE

EPISODE #

Page 198

Production :

100874

1

2



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ADVENTURE TIME



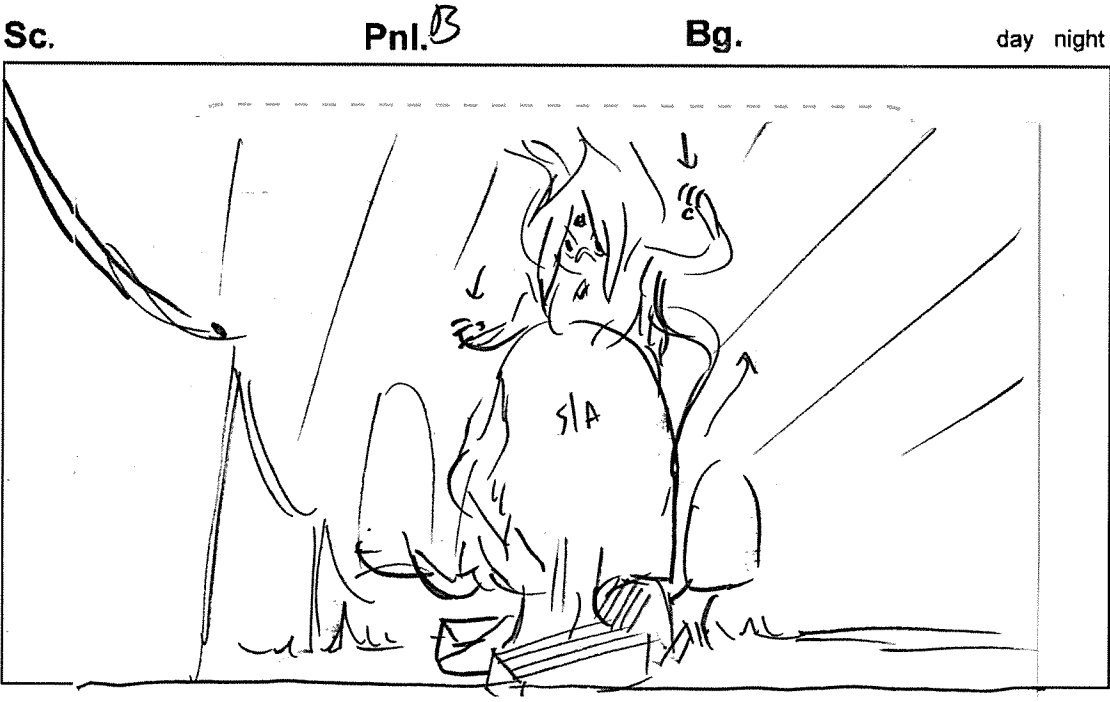
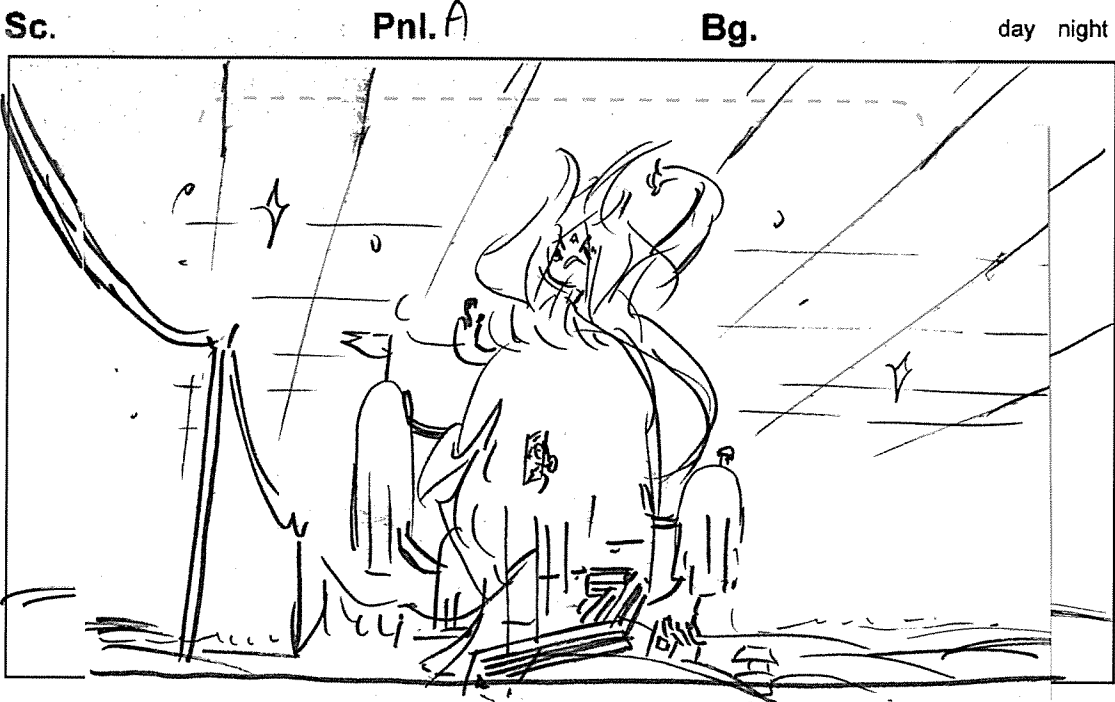
Page 199

Sc.	Pnl. H	Bg.	day night	Sc.	Pnl. I	Bg.	day night

Dialog:
Action: FP BURNS + SWELLS + RISES OUT OF SHOT
Timing:

EPISODE # 100874
Production :

ADVENTURE TIME



Dialog:

Action:

Timing:

BIG UPSHOT — FP GROWS & RUES UP OVER THE TREEHOUSE

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ADVENTURE TIME



Sc. Pnl. C Bg. day night

Sc. Pnl. A Bg. day night

Dialog:
Action: FP BURNING
Timing:

FIRE CREEPS UP ON PB'S BLANKET & ROCKETS

100874

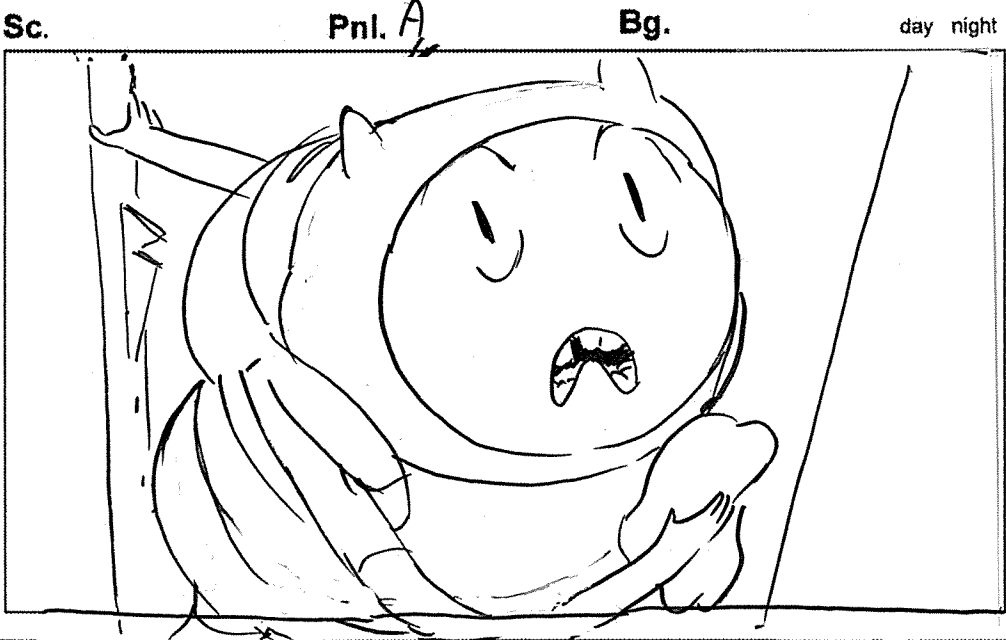
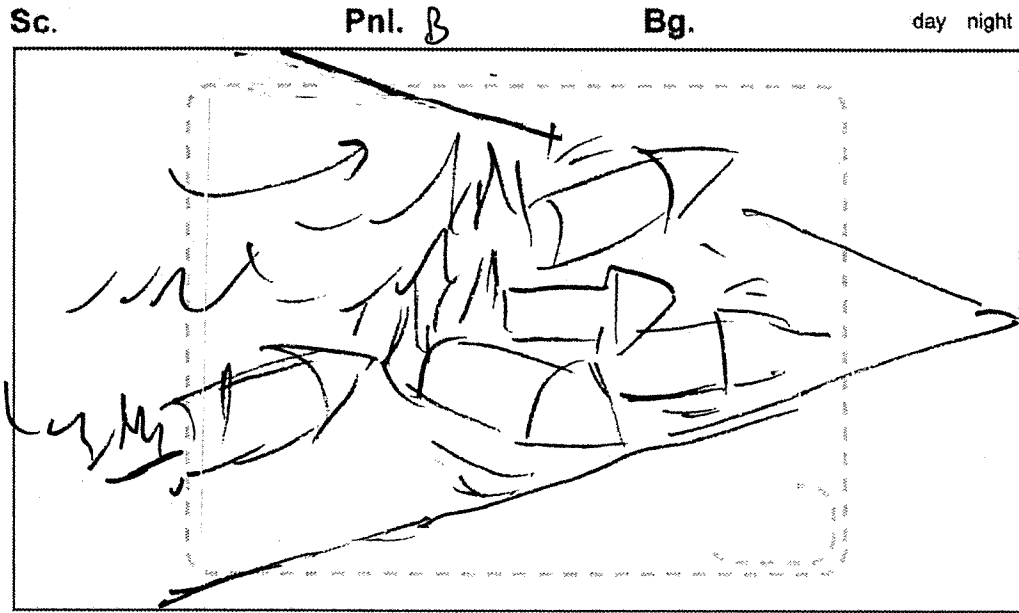
EPISODE #

Production :

ADVENTURE TIME



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Dialog:

Action:

Timing:

ROCKETS
HISSSSSS

F) !!!
BUBBLEBOMS!
ROCKETS!

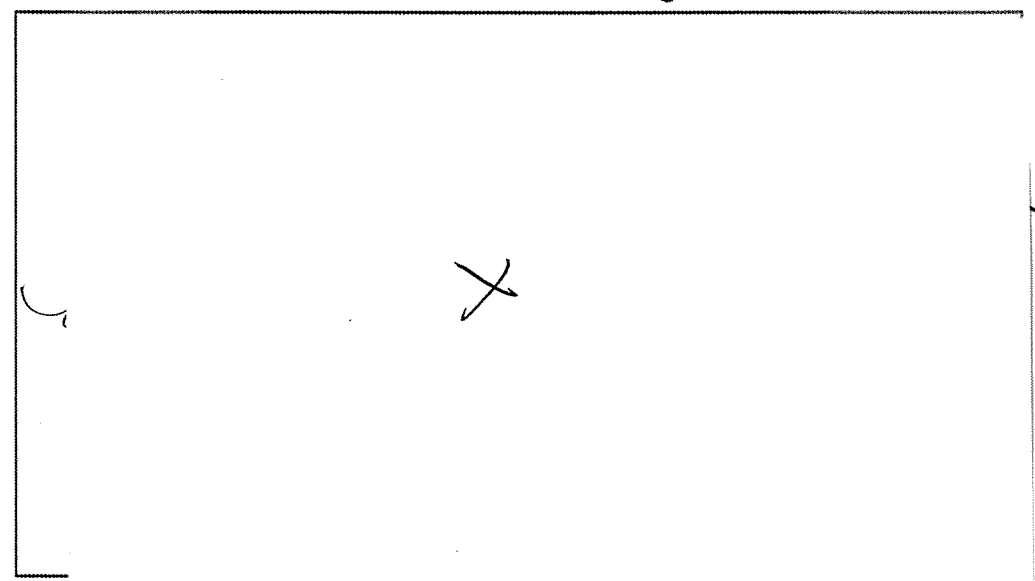
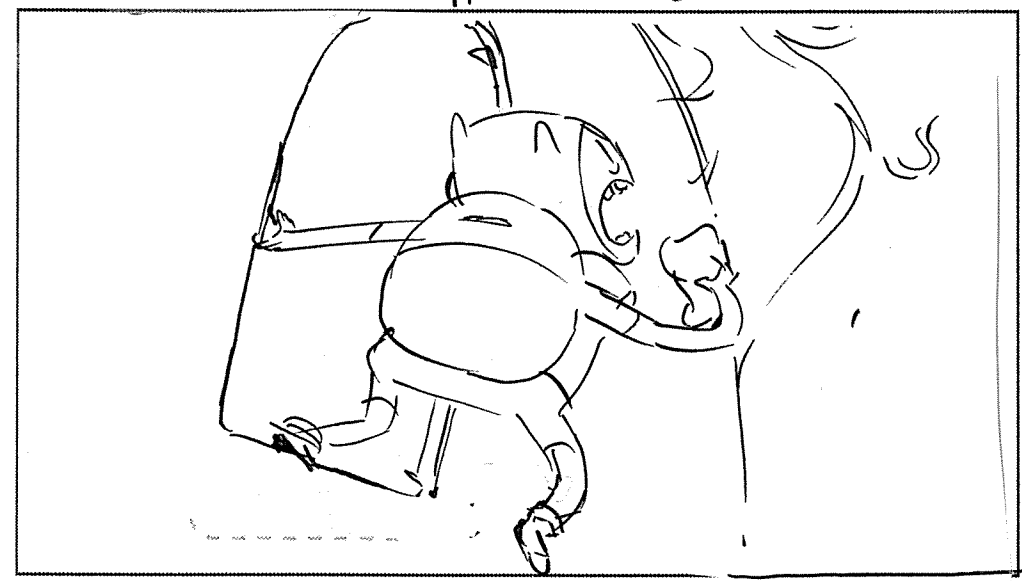
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Production :

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ADVENTURE TIME



Sc. Pnl. A Bg. day night Sc. Pnl. Bg. day night



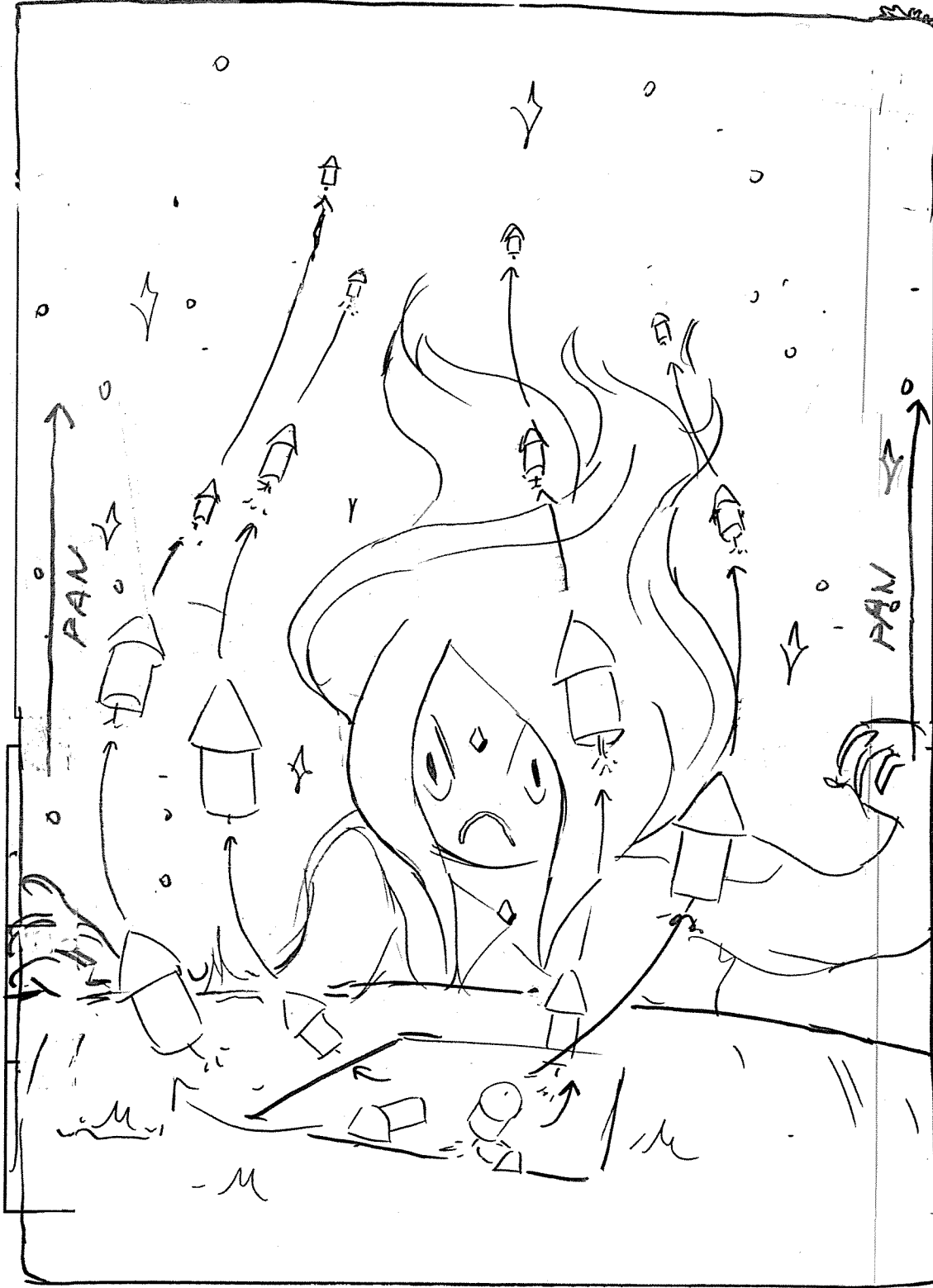
Dialog:	F) DON'T YOU TOUCH HER STUFF!!		
Action:			
Timing:			

EPISODE #

100874

Production :

A

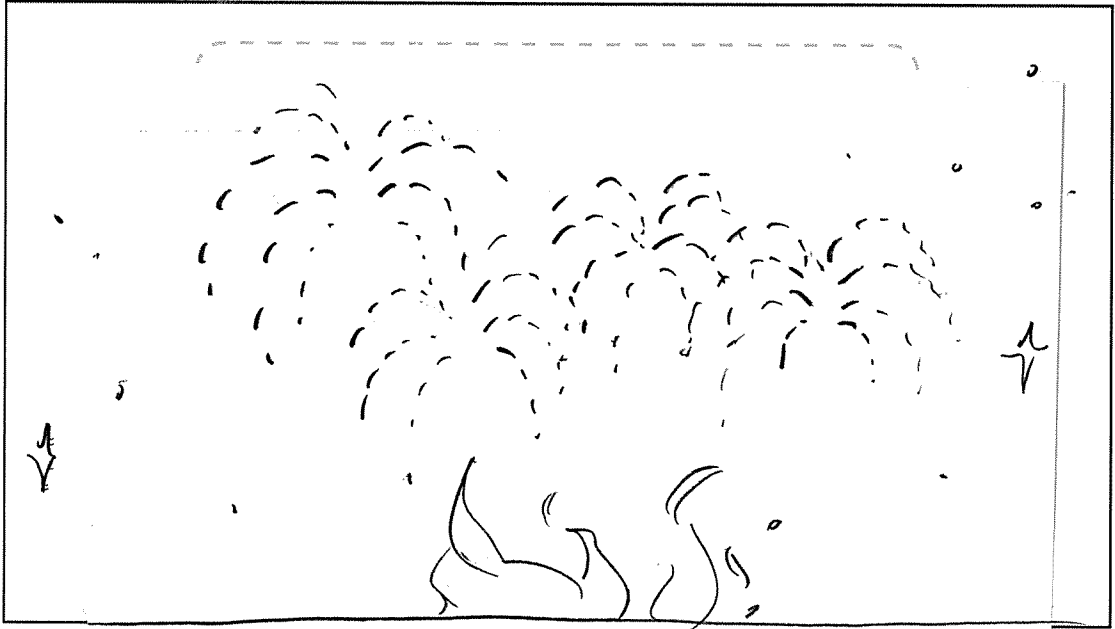


Sc.

Prnl. B

Bg.

day night



FIREWORKS
SHOOT UP
PAST EP
INTO THE SKY



FIREWORKS
EXPLODE

Production :

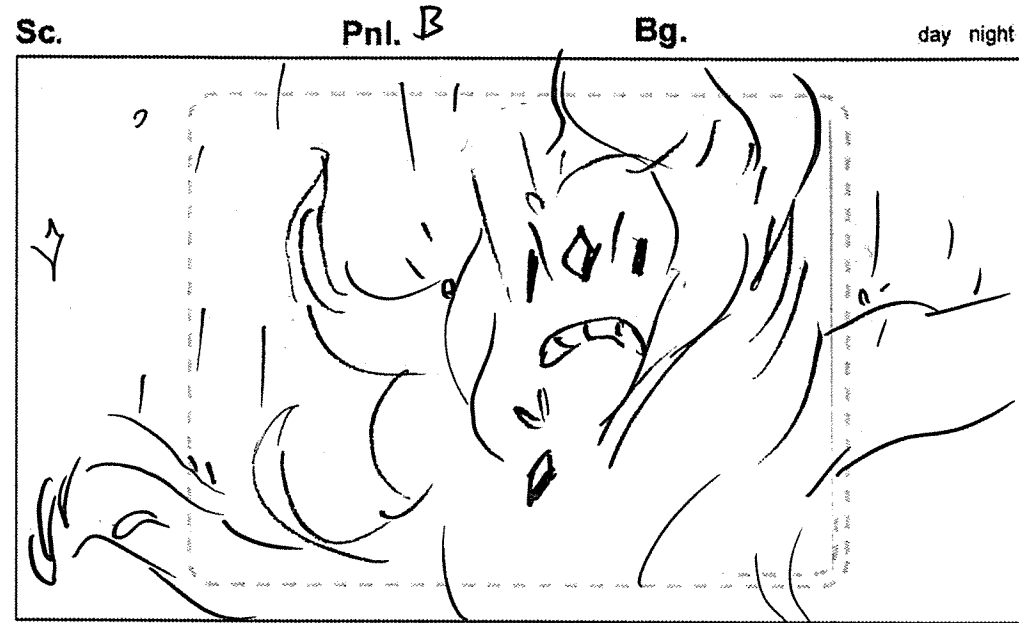
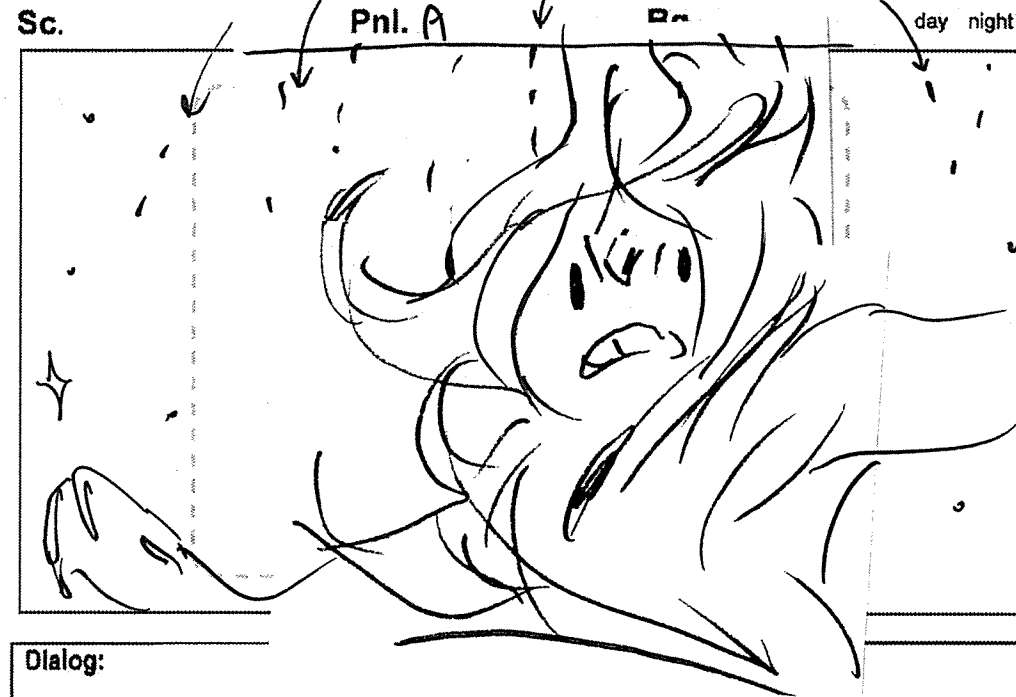
EPISODE #

100874

ADVENTURE TIME



Page 205



Dialog:

FP: (angry scream)

Action:

FP BURNING AS
DROPLETS FALL

DROPLETS HIT HER

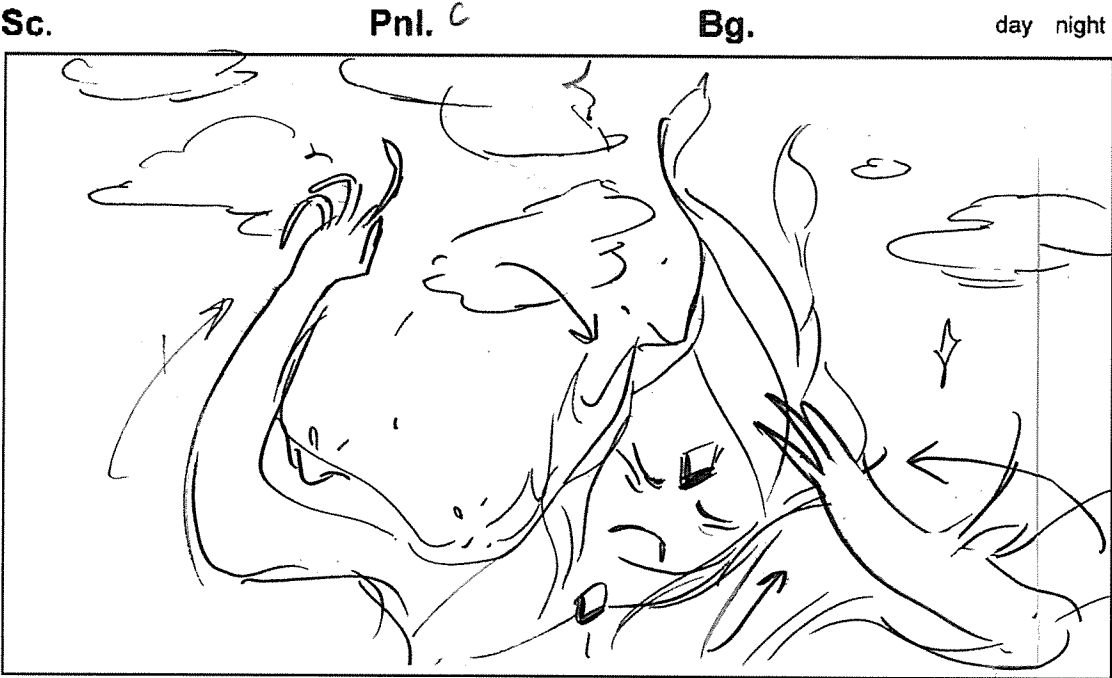
'PT PT PT PT'

Timing:

EPISODE # 100874

Production :

ADVENTURE TIME



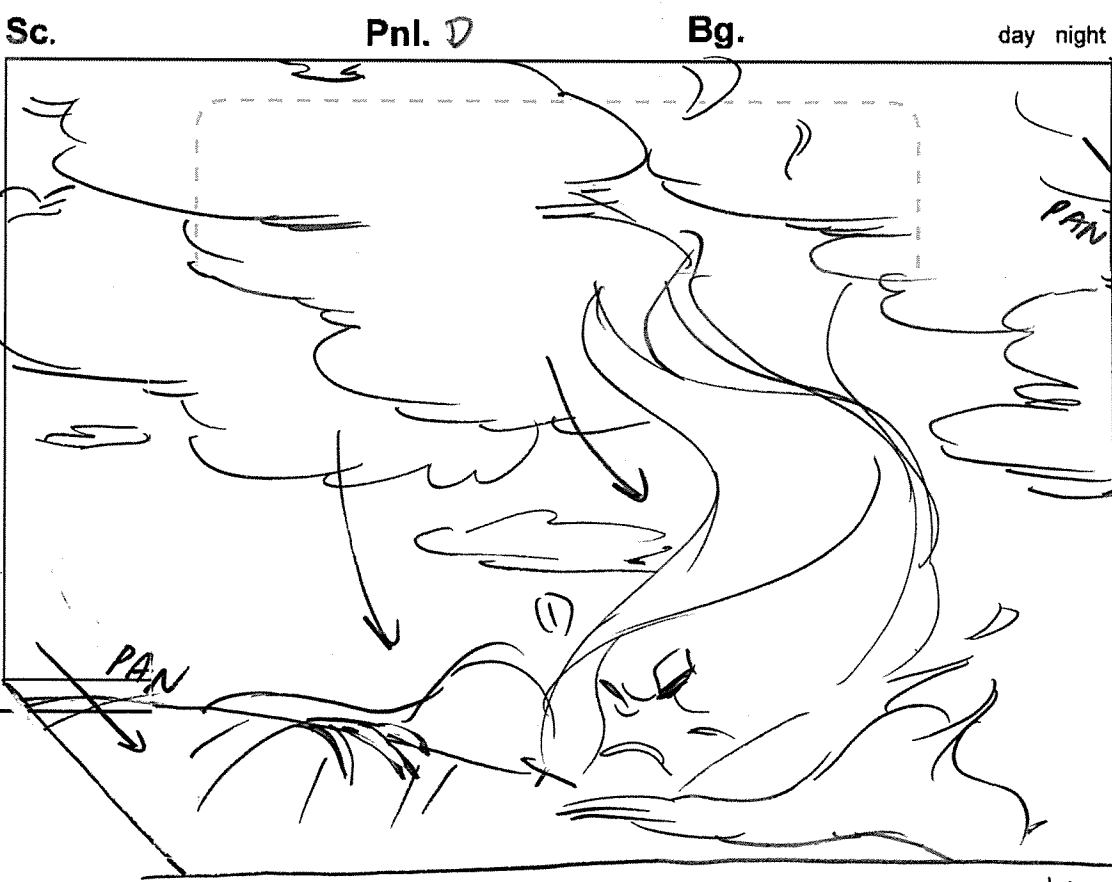
Dialog:

FP: (Sorrowful moan)

Action:

RAIN EATS INTO FP'S FIRE

Timing:



ADJ DOWN AS FP RECOILS AGAINST ROOF
CLOUDS FORM + EXPAND +
RUMBLE



ADVENTURE TIME



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Sc.	Pnl. A	Bg.	day night

Sc.	Pnl. B	Bg.	day night

Dialog:	
Action:	COLORS RAIN STARTS TO FALL
Timing:	

EPISODE # 100874

Production :

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ADVENTURE TIME



Sc. Pnl. ^A Bg. day night

Sc. Pnl. ^B Bg. day night

Dialog:
Action: F WATCHING, ANGRY F'S EXPRESSION SOFTENS, DRIFT IN ON F
Timing:

EPISODE # 100874
Production :

ADVENTURE TIME

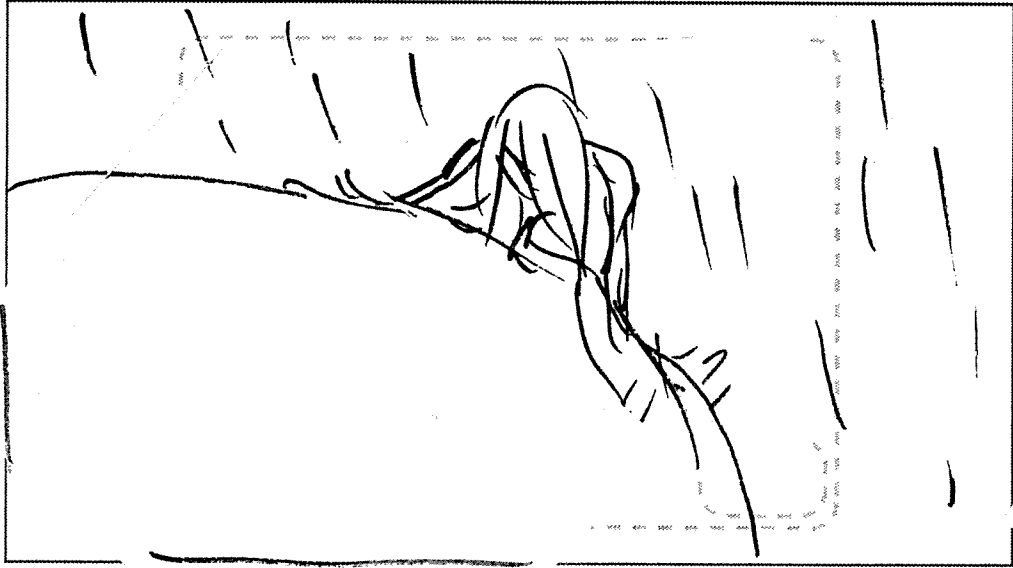


Sc.

Pnl. A

Bg.

day night

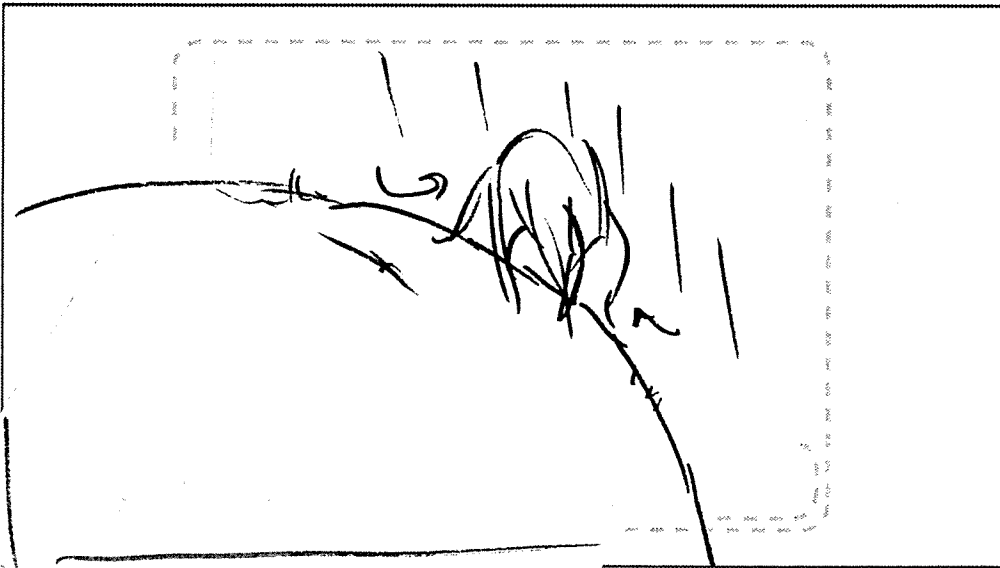


Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

RAIN FALLS + FALLS
ON FP, SHE SHRINKS

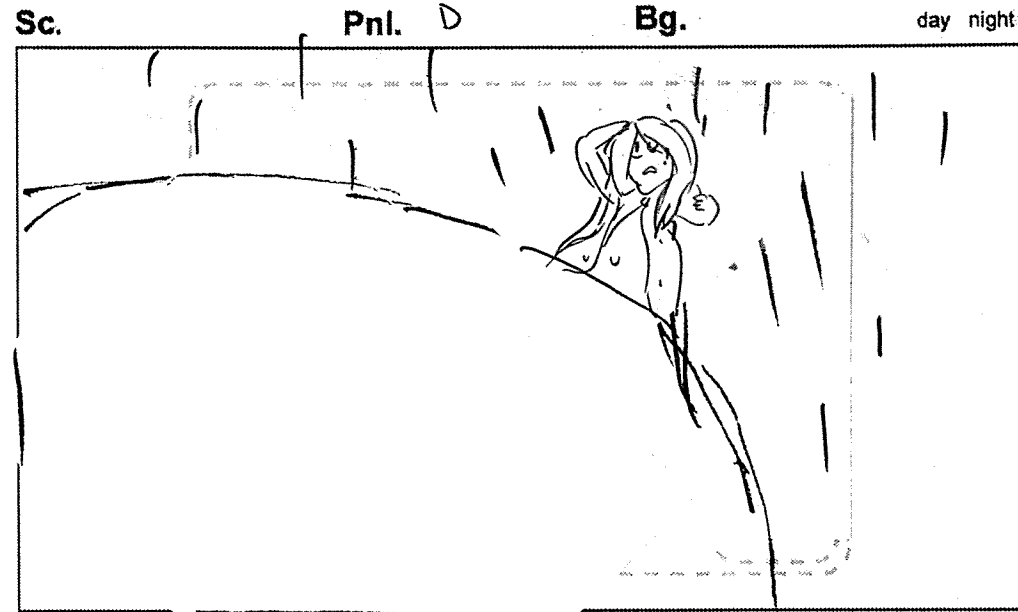
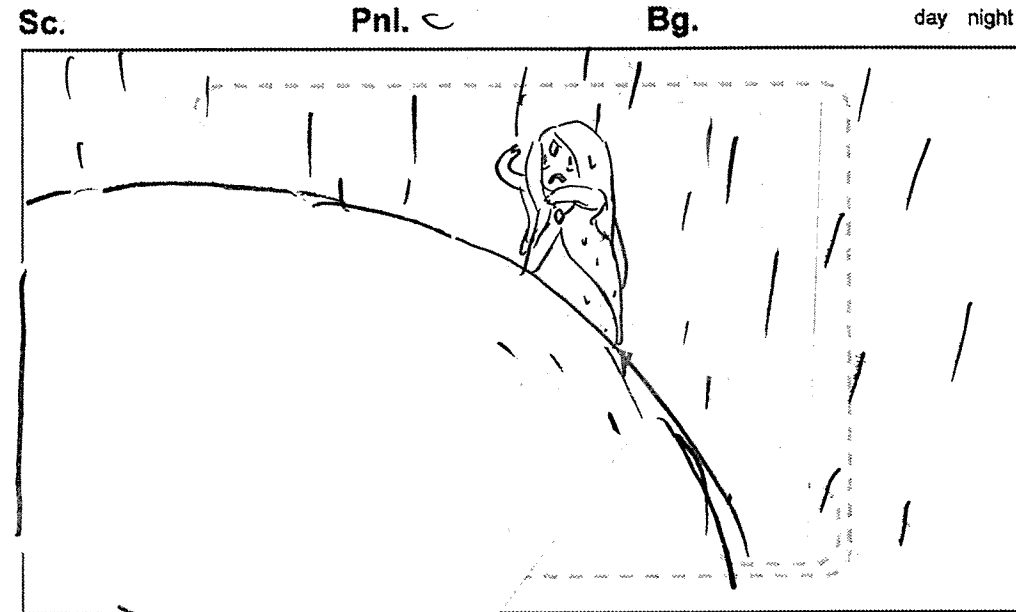
EPISODE # 100874
Production :

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ADVENTURE TIME



Page 210



Dialog:

Action:

Timing:

FP STANDS -
NOW IN LITTLE
GIRL FORM, WET.
TEETERS ON EDGE
OF ROOF.

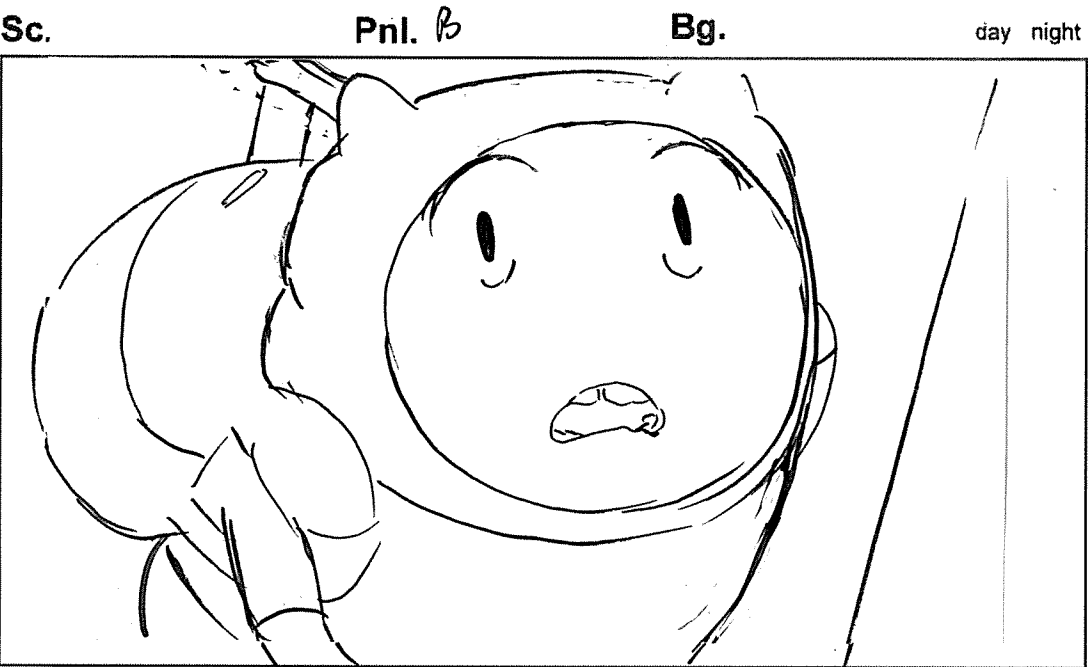
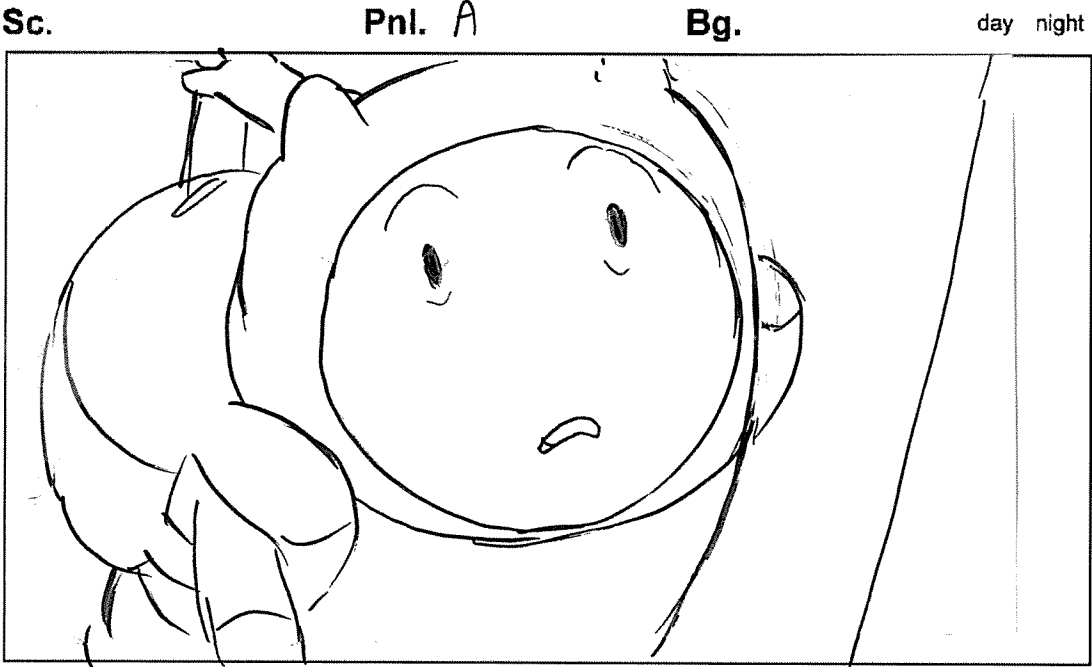
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ADVENTURE TIME



Dialog:	F) IT'S A GIRL!
Action:	
Timing:	

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ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night

Dialog:
Action: FP LOSING CONSCIOUSNESS, STARTS TO FALL OFF ROOF
Timing:

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Production :

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ADVENTURE TIME



Sc. Pnl. c Bg. day night

Sc. Pnl. D Bg. day night

Dialog:
Action: FP FALLS OFF SIDE OF ROOF
Timing:

EPISODE # 100874
Production :

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ADVENTURE TIME



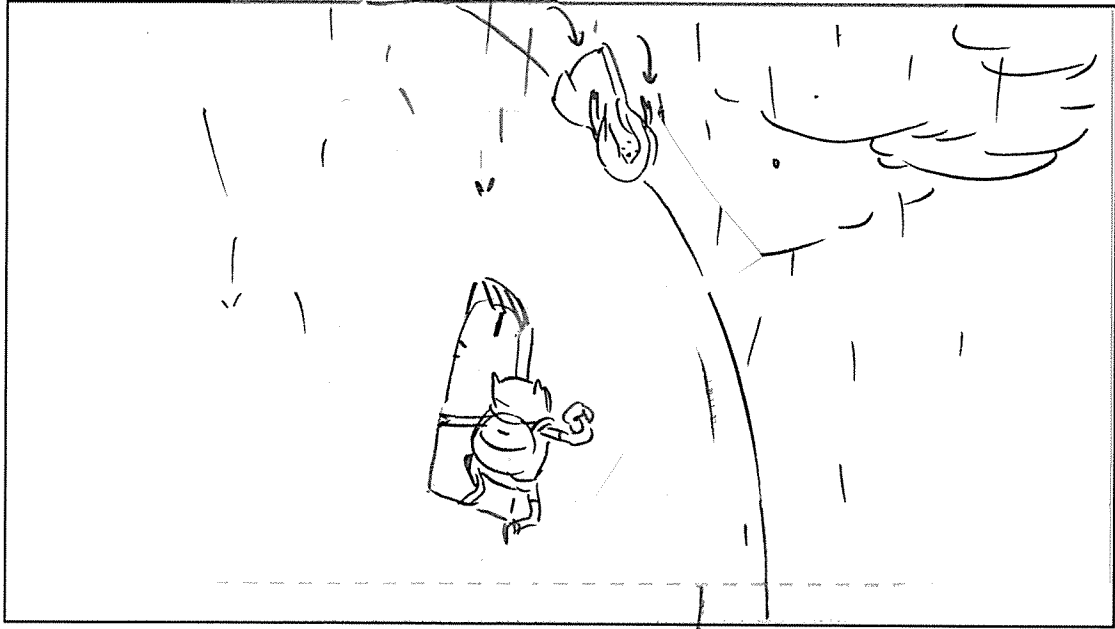
Page 214

Sc.

P. A

Bg.

day night

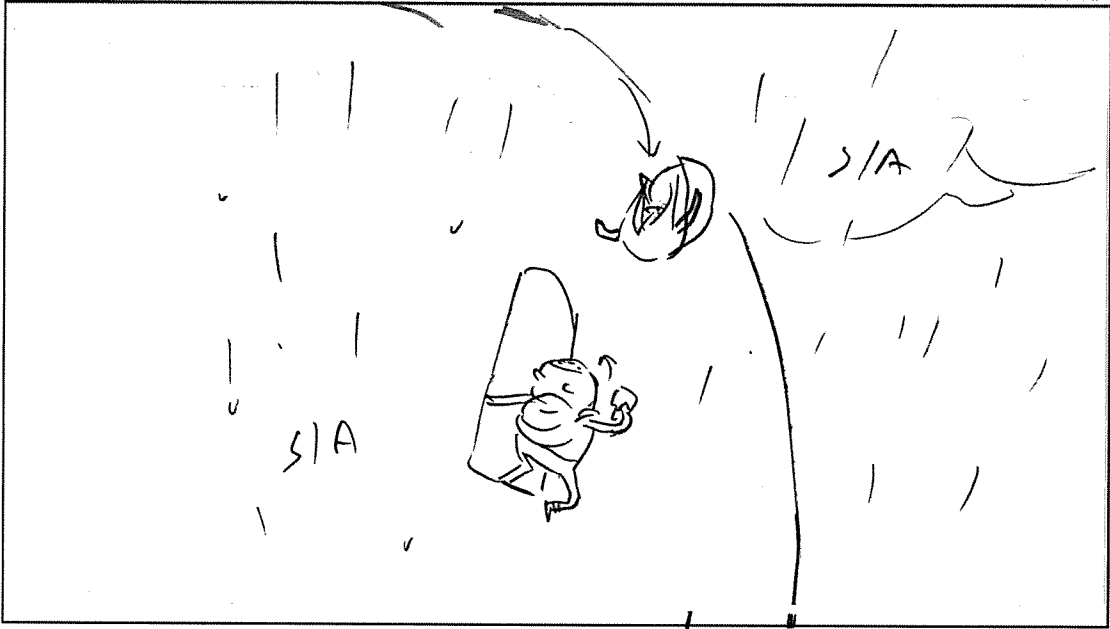


Sc.

Pnl. B

Bg.

day night



Dialog:

Action:

FP FALLING, RAIN FALLING

FP FALLING DIRECTLY ABOVE F, GOING TO
FALL BEHIND HIM

Timing:

100874

EPISODE #

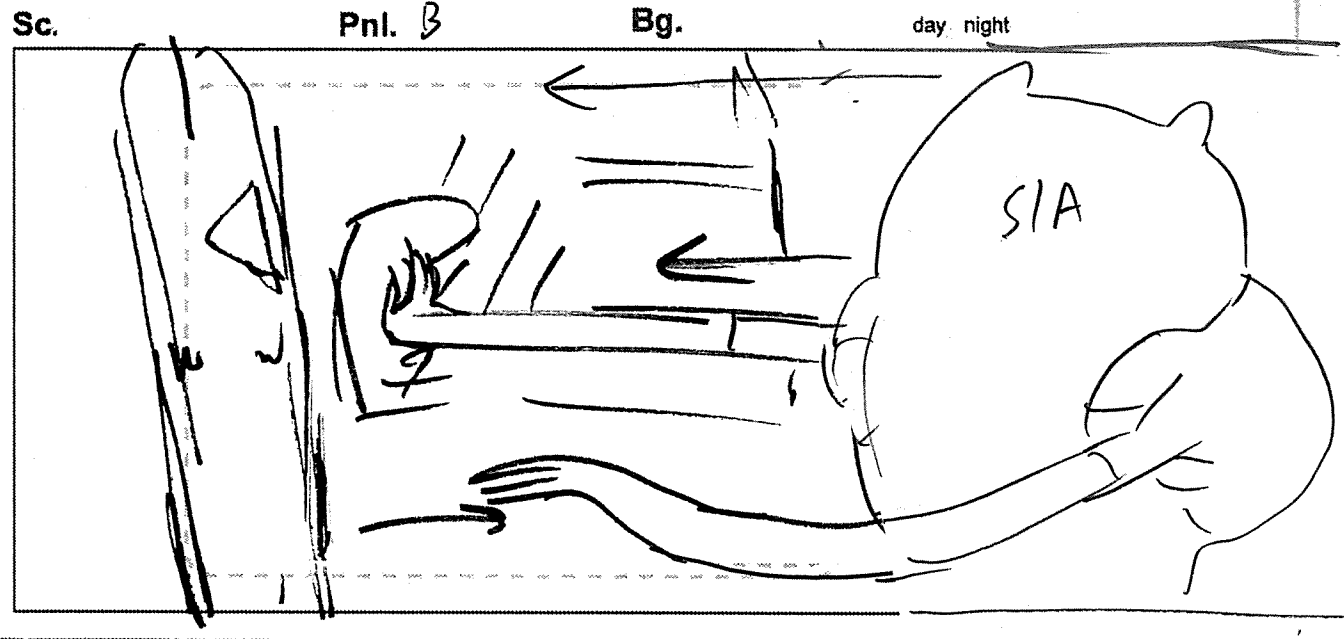
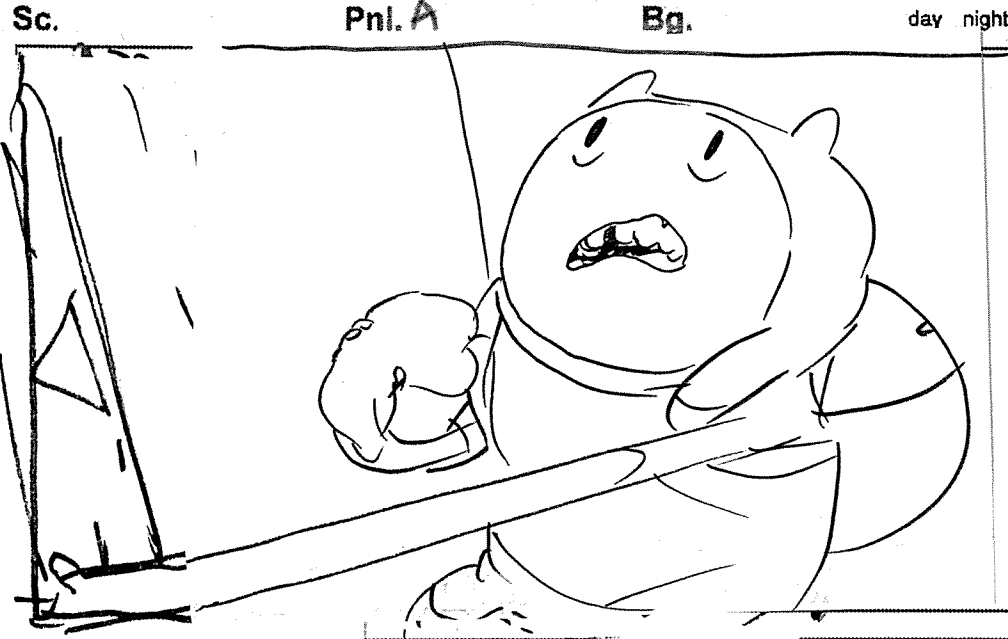
Production :

ADVENTURE TIME



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Page _____



Dialog:			
Action:	F THINKS QUICKLY		F EXTENDS HAND WITH PB'S GUM HAIR - STICKS IT TO SIDE OF ROOF - PULLS LEFT HAND FROM WINDOW
Timing:			

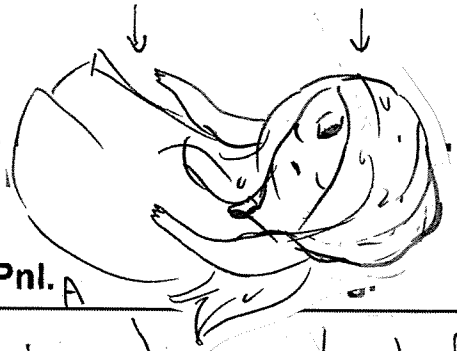
Production :

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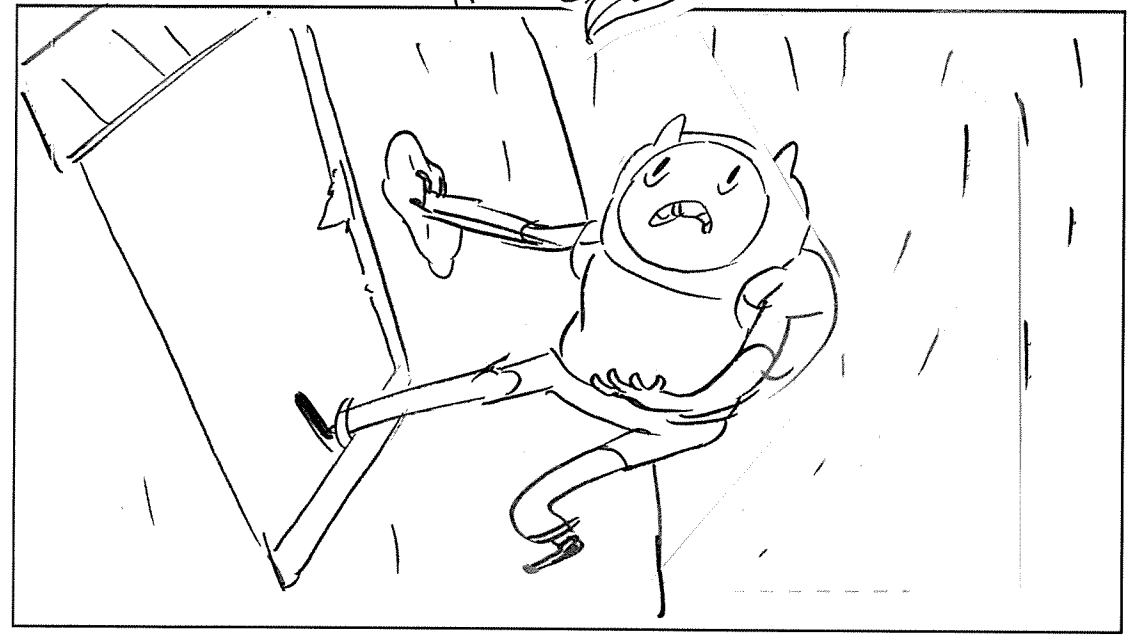
ADV



Sc.

Pnl. A

day night



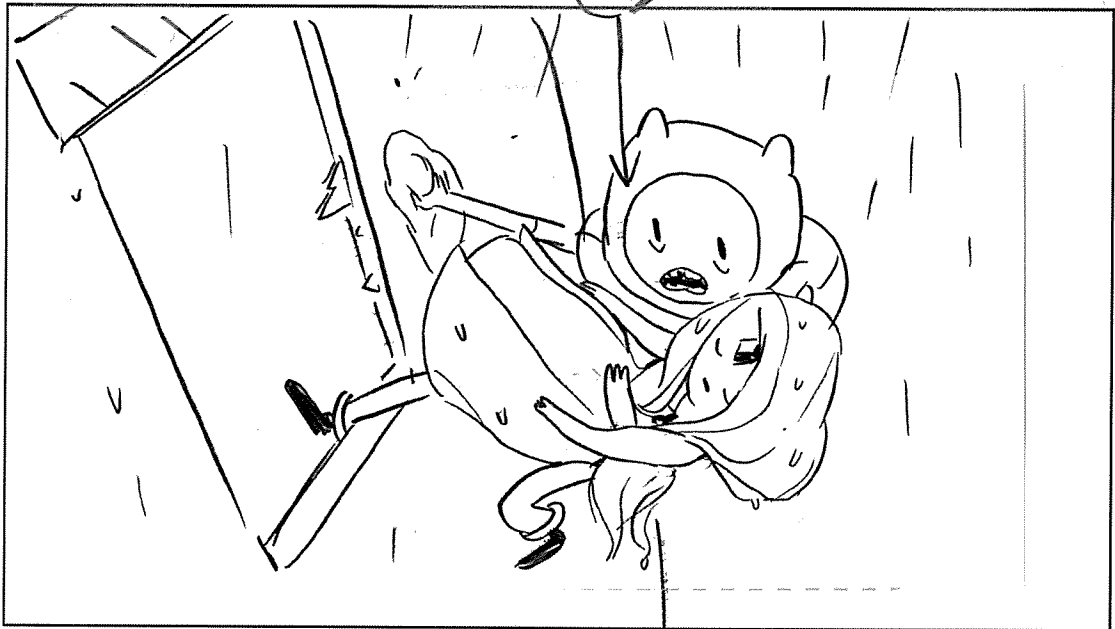
Sc.

Pnl. B

IN

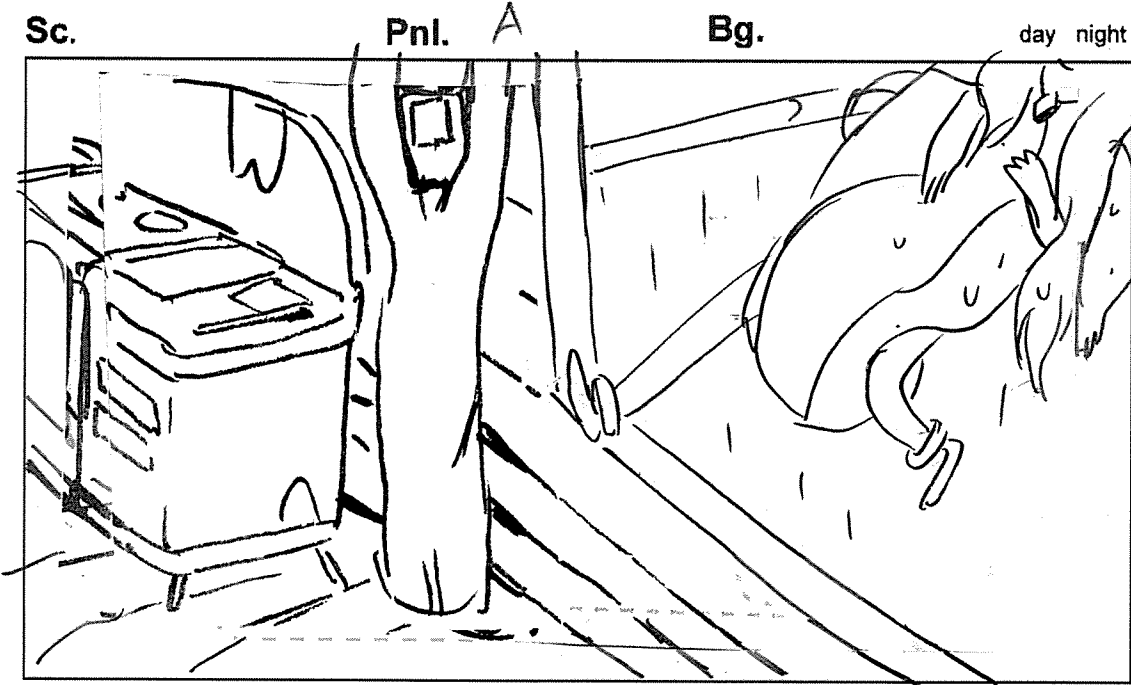
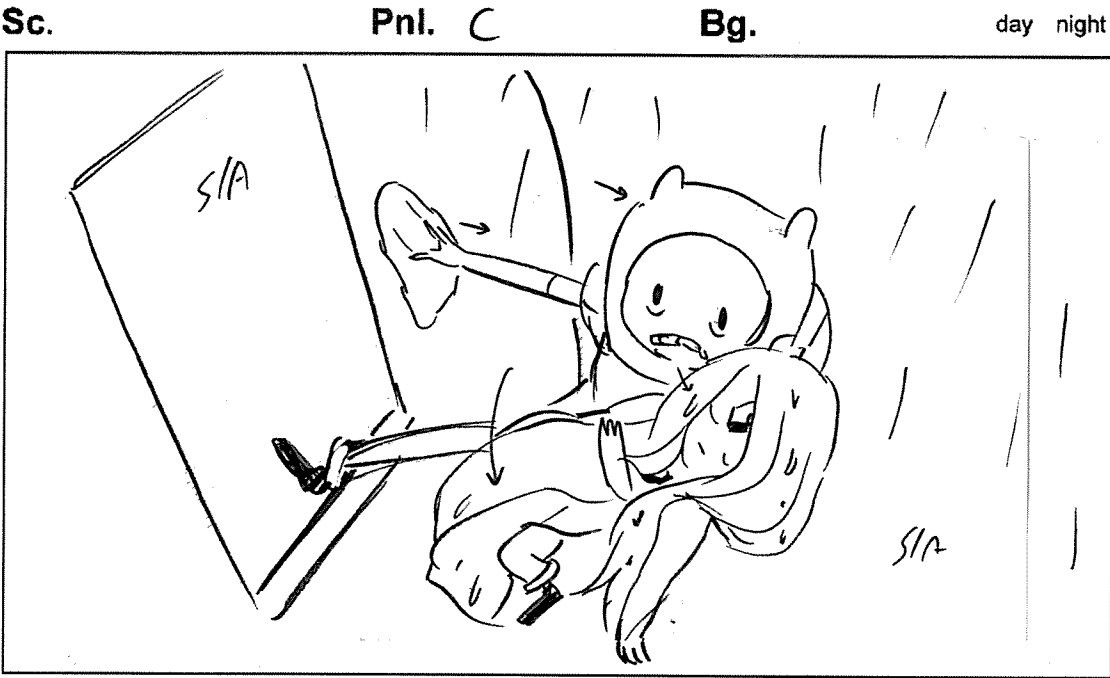
Bg.

day night



Dialog:
Action: WET FP FALLING, F POISED TO CATCH HER F CATCHES WET FP IN HIS ARM
Timing:

ADVENTURE TIME



Dialog:
Action: FP'S BODY SETTLES
Timing:

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day night	Sc.	Pnl. B	Bg.	day night
<div></div>							
<div>Dialog:</div>							
<div>Action:</div>							
<div>Timing:</div>							

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ADVENTURE TIME



Sc. Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action:

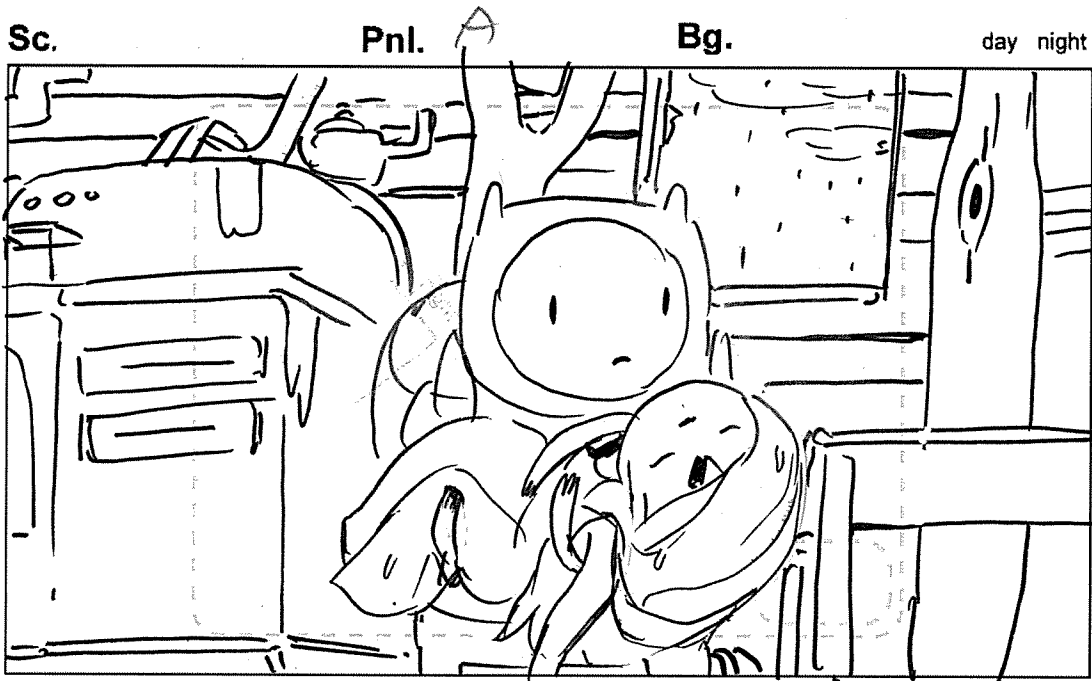
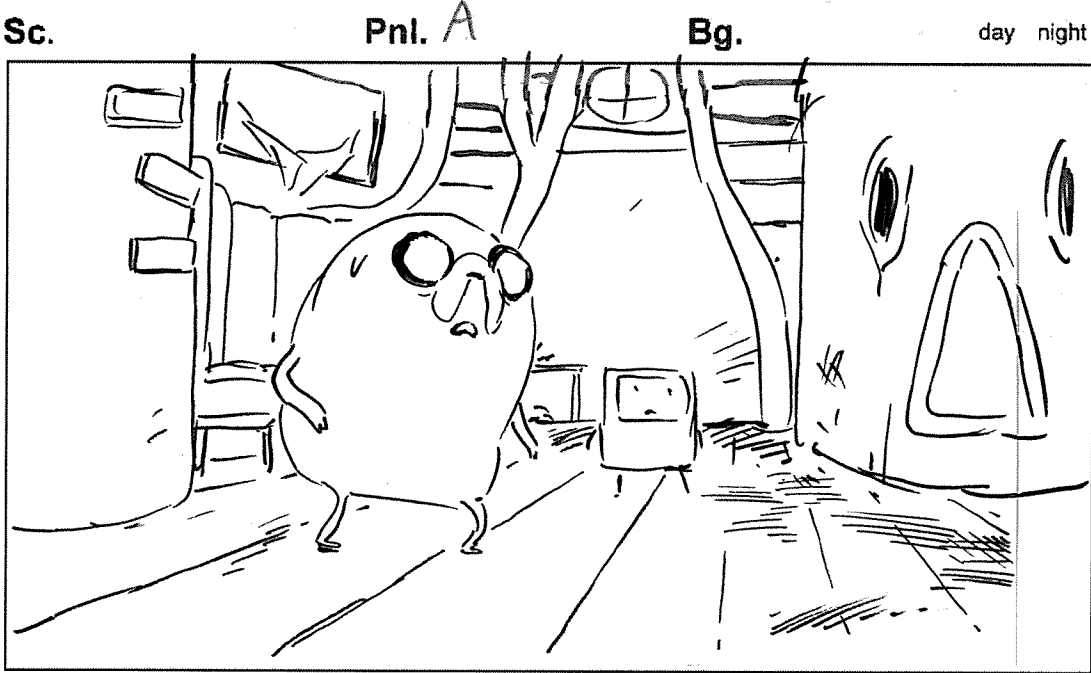
Timing:

EPISODE # 100874

Production :

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ADVENTURE TIME



Dialog:
Action: J + B STARE IN SHOCK F HOLDS FP
Timing:

EPISODE # 100874
Production :

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ADVENTURE TIME



Sc.	Pnl. B	Bg.	day night	Sc.	Pnl. C	Bg.	day night

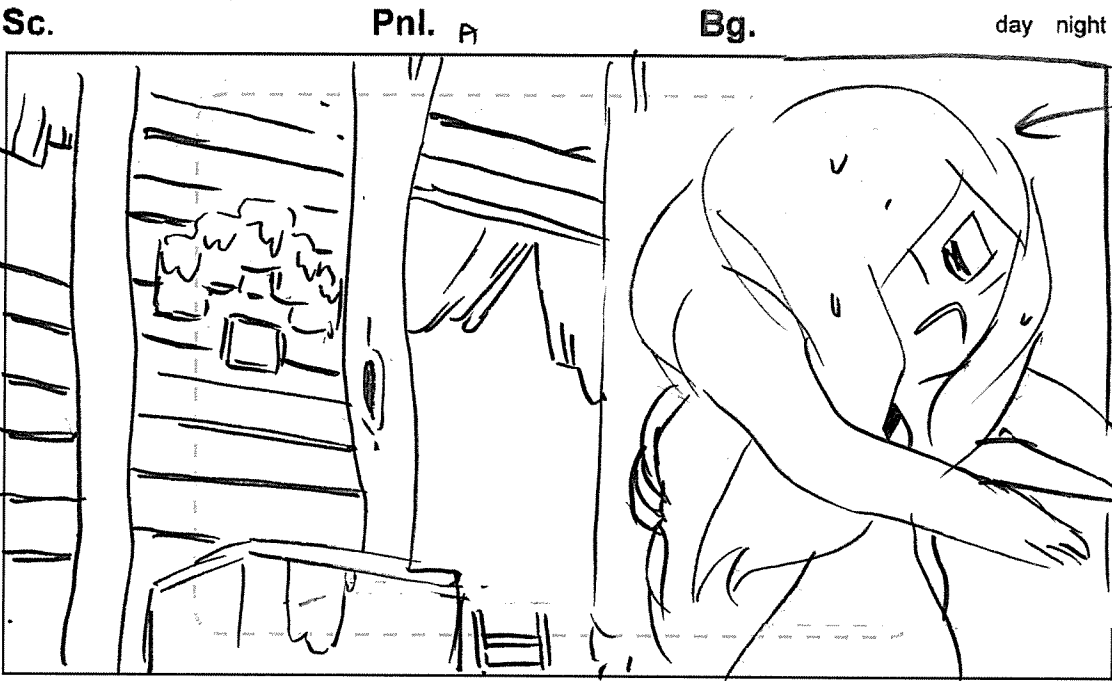
Dialog:		
Action:	SHE WAKES UP	PUSHES F AWAY
Timing:		

EPISODE # 100874

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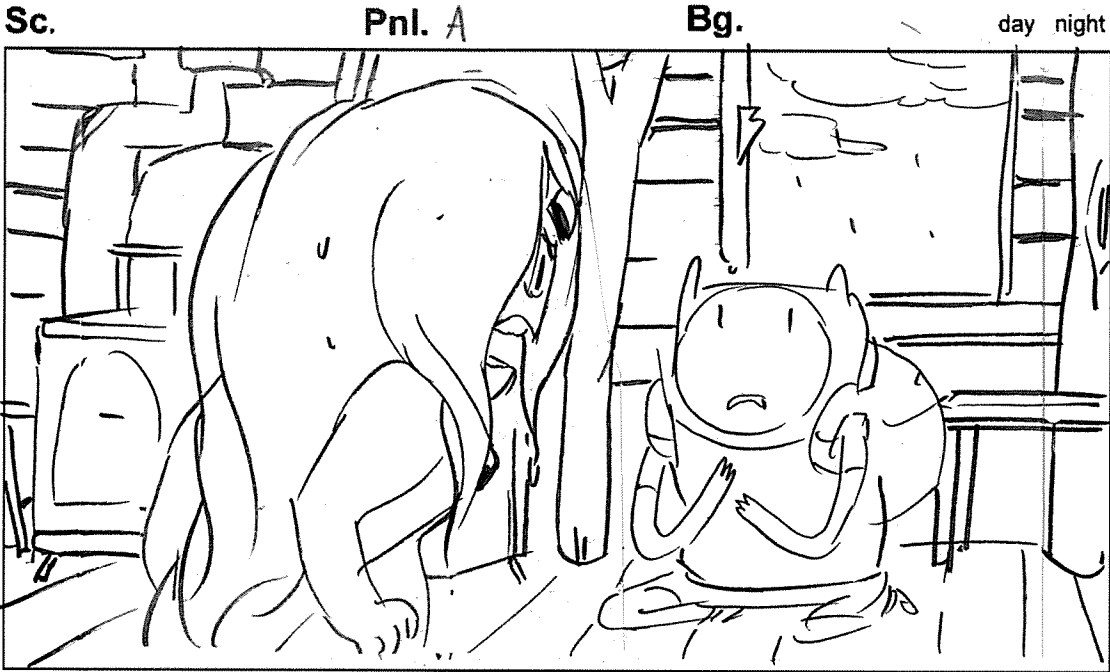
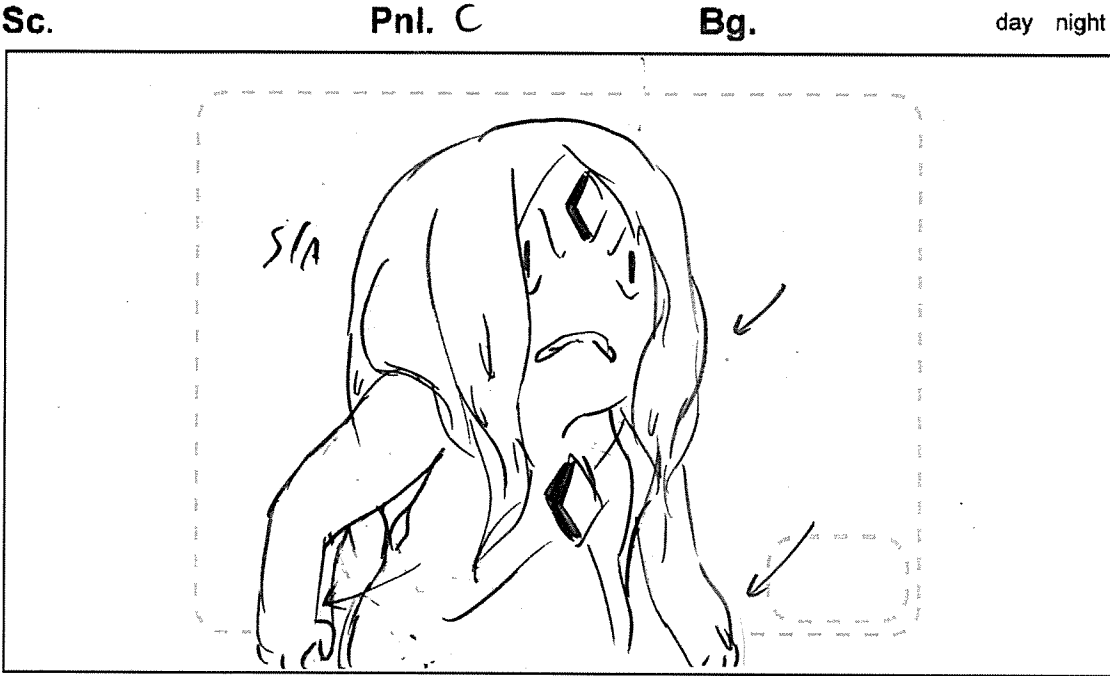


Dialog:	FR) YOU!!!
Action:	
Timing:	

Production : 100874 EPISODE #

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ADVENTURE TIME



Dialog:

FP) WHAT'S WRONG WITH ME,
HGH???

Action:

WET HAIR SETTLE

Timing:

100874

EPISODE #

Production :

ADVENTURE TIME



Page 224

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:

FP) YOU DON'T
LIKE ME?!

Action:

FP THROWS HANDS OPEN IN
CONTEMPT, PROPLETS FLY OFF

Timing:

~~1:20~~

100874

EPISODE #

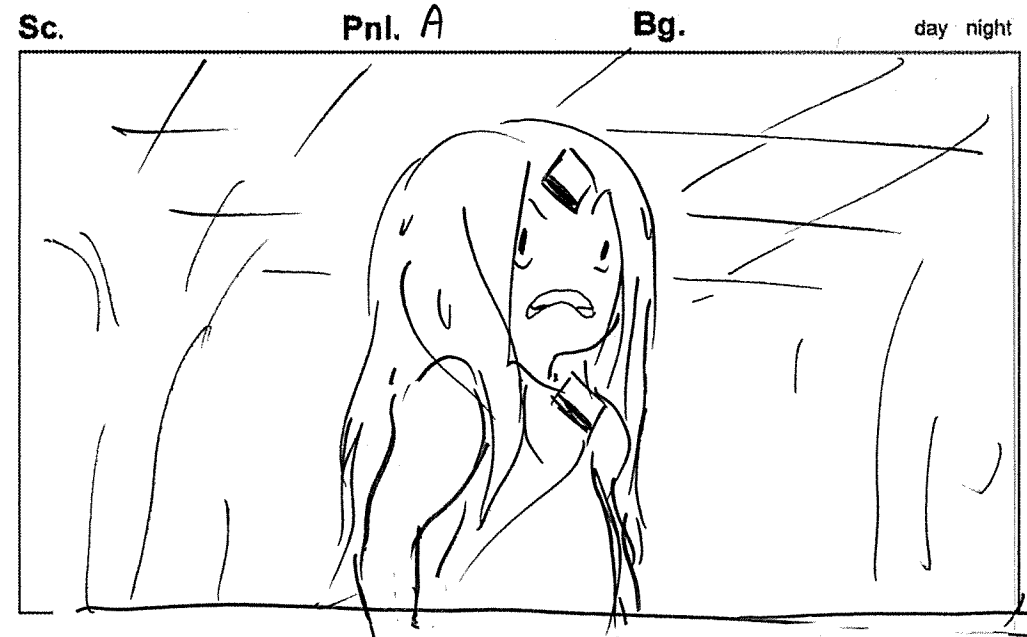
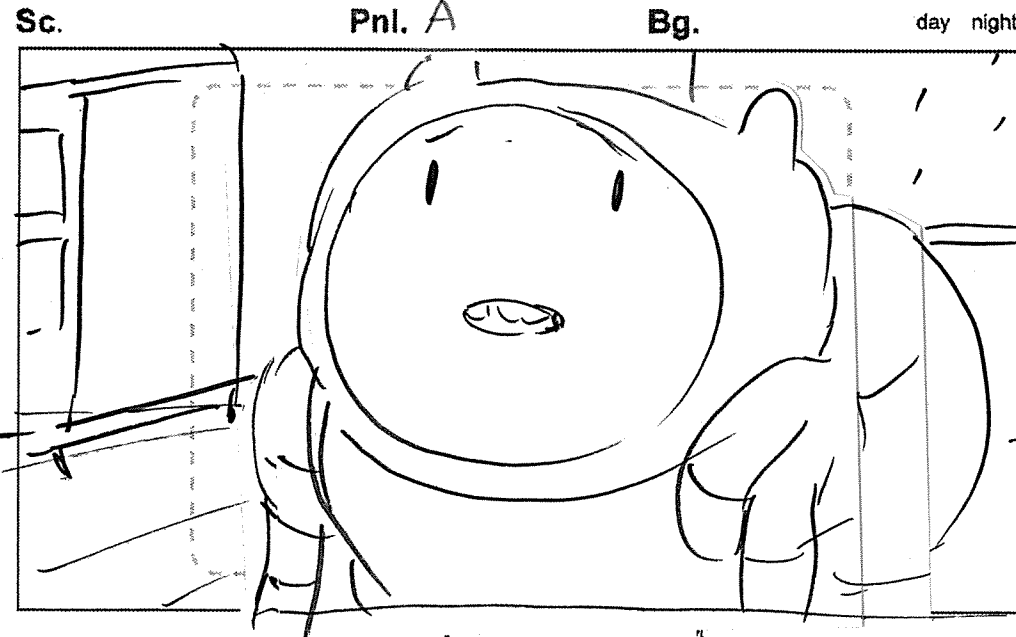
Production :

ADVENTURE TIME



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Dialog:

R) I LIKE YOU!

Action:

Timing:

R) ...

MAD

EPISODE # 100874

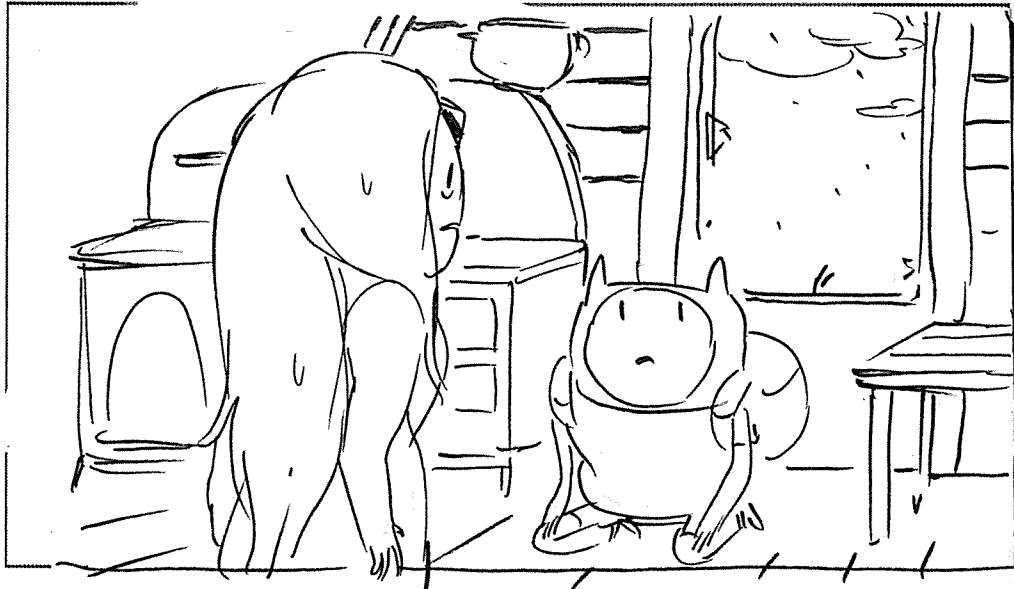
Production :

ADVENTURE TIME

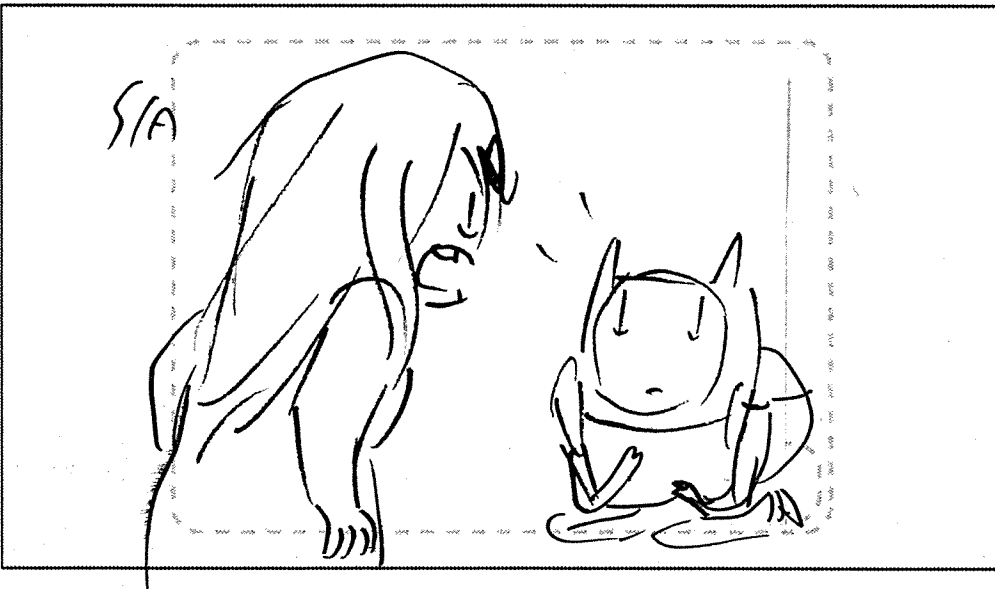


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Sc. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	FP) WHAT'S <u>WRONG</u> WITH YOU?!?
Action:	
Timing:	

EPISODE # 100874

Production :

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ADVENTURE TIME



S-

Pnl. A

Bg.

day night

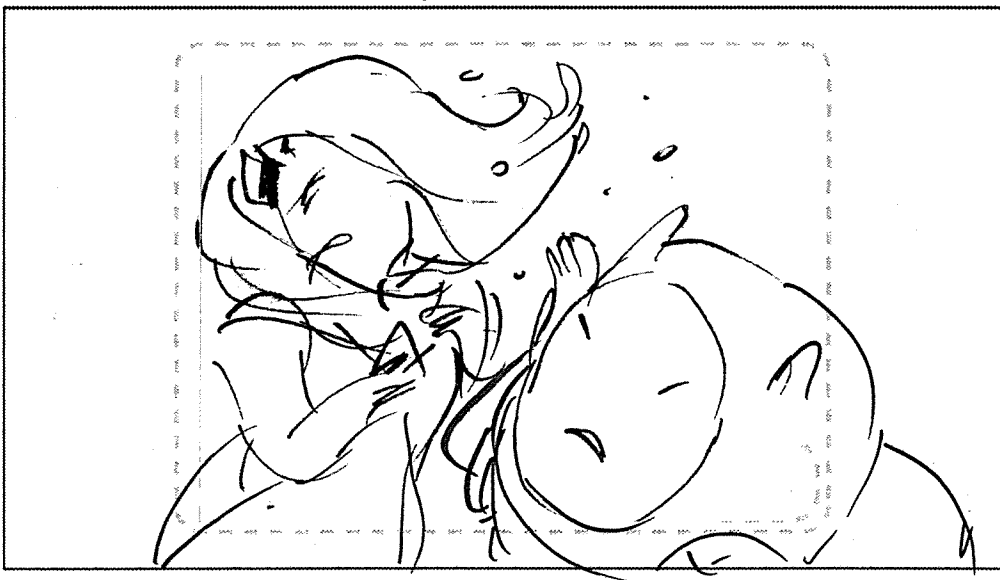


Sc.

Pnl. B

Bg.

day night



Dialog:	FP) WHY ARE YOU DOING THIS TO ME?!?		
Action:		FP SHAKES RAIN OFF	
Timing:			

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100874

EPISODE #

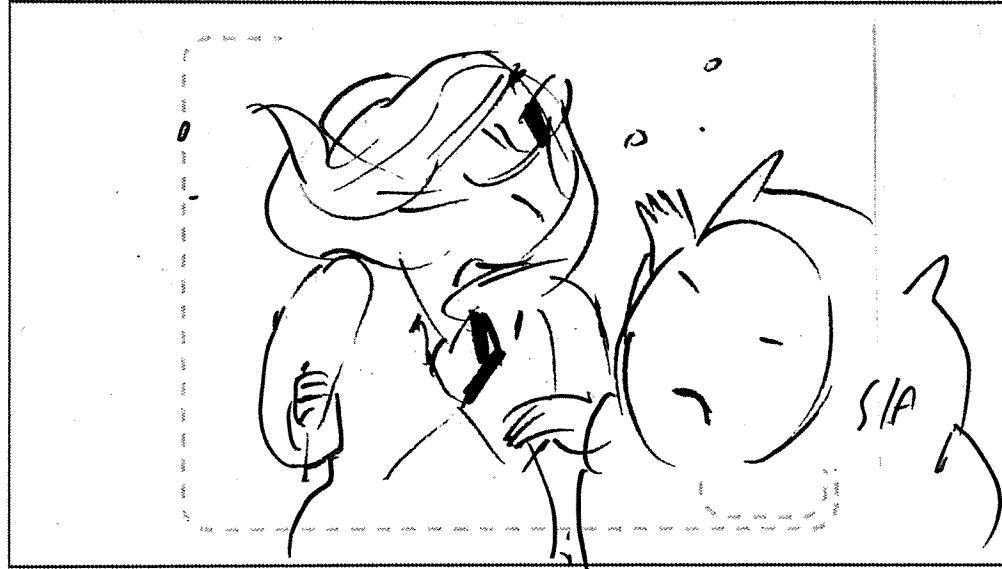
Production :

ADVENTURE TIME

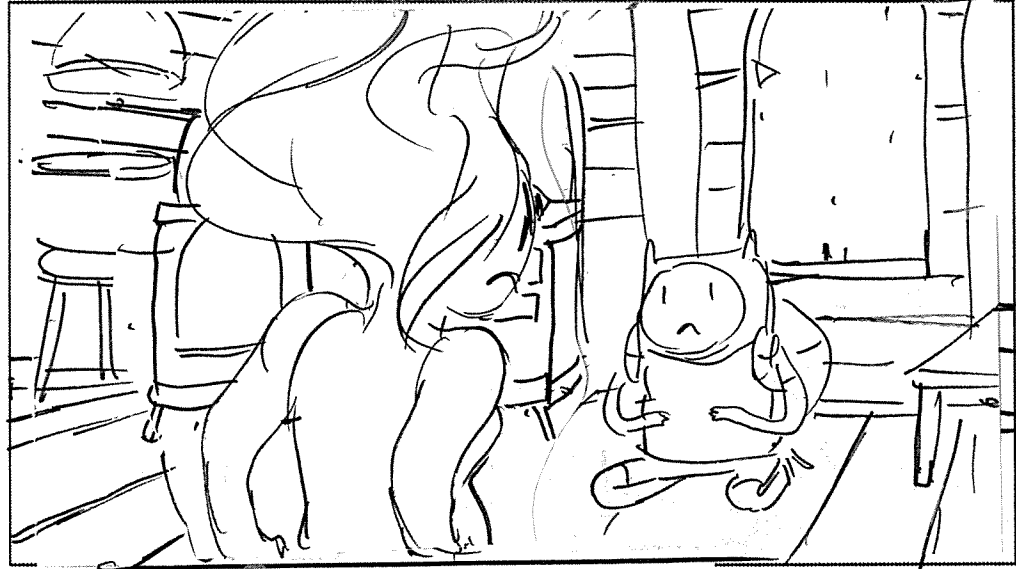


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Sc. Pnl. < Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

Action:

Timing:

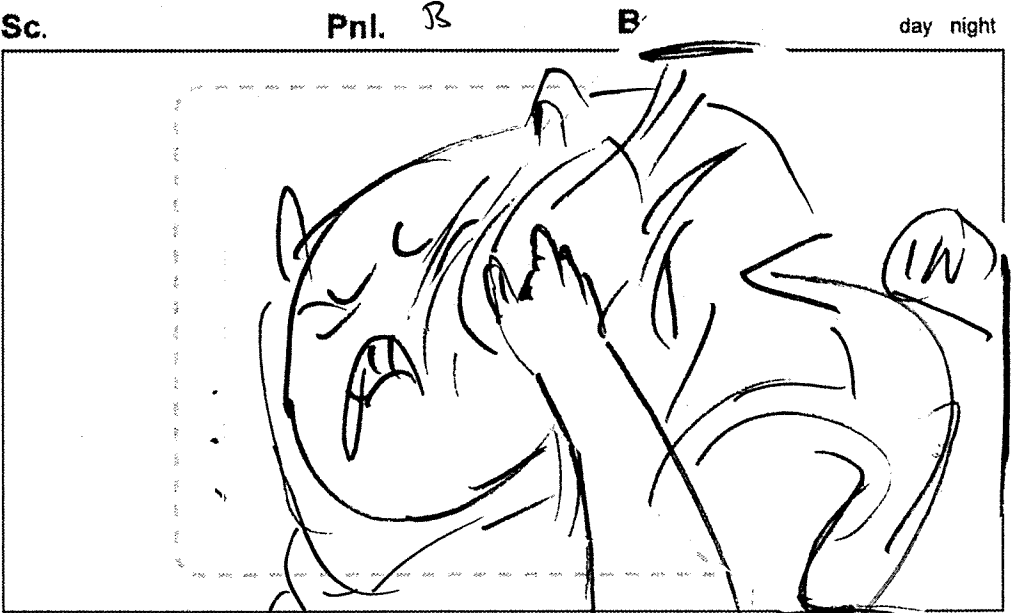
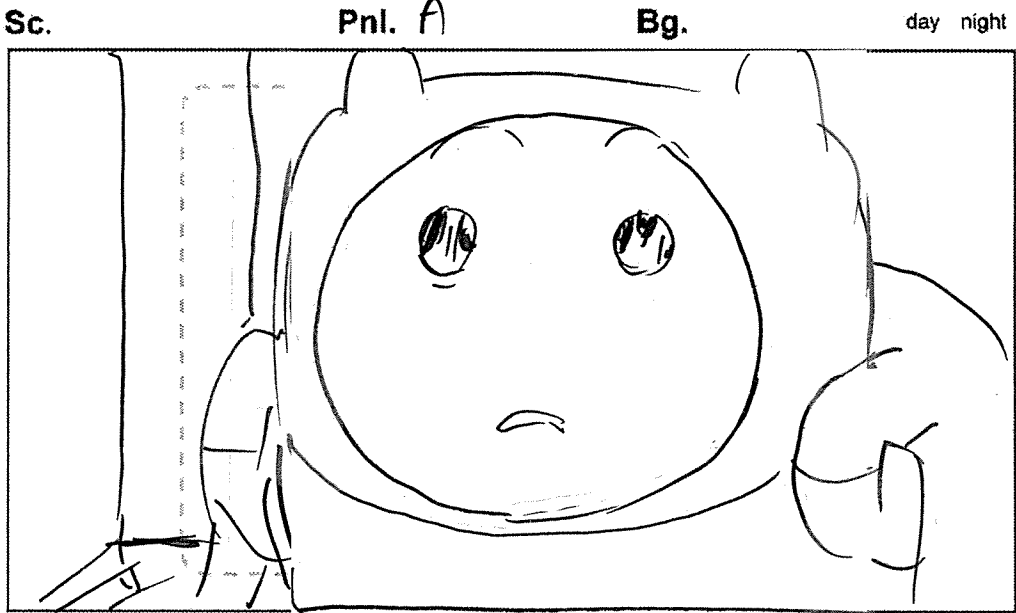


FOOSH!!!
BACK UP

EPISODE #
100874

Production :

ADVENTURE TIME



Dialog:

Action: FP'S FIRE REFLECTED IN F'S EYES FP'S HAND FLIES IN AND SLAPS F'S FACE SLAP

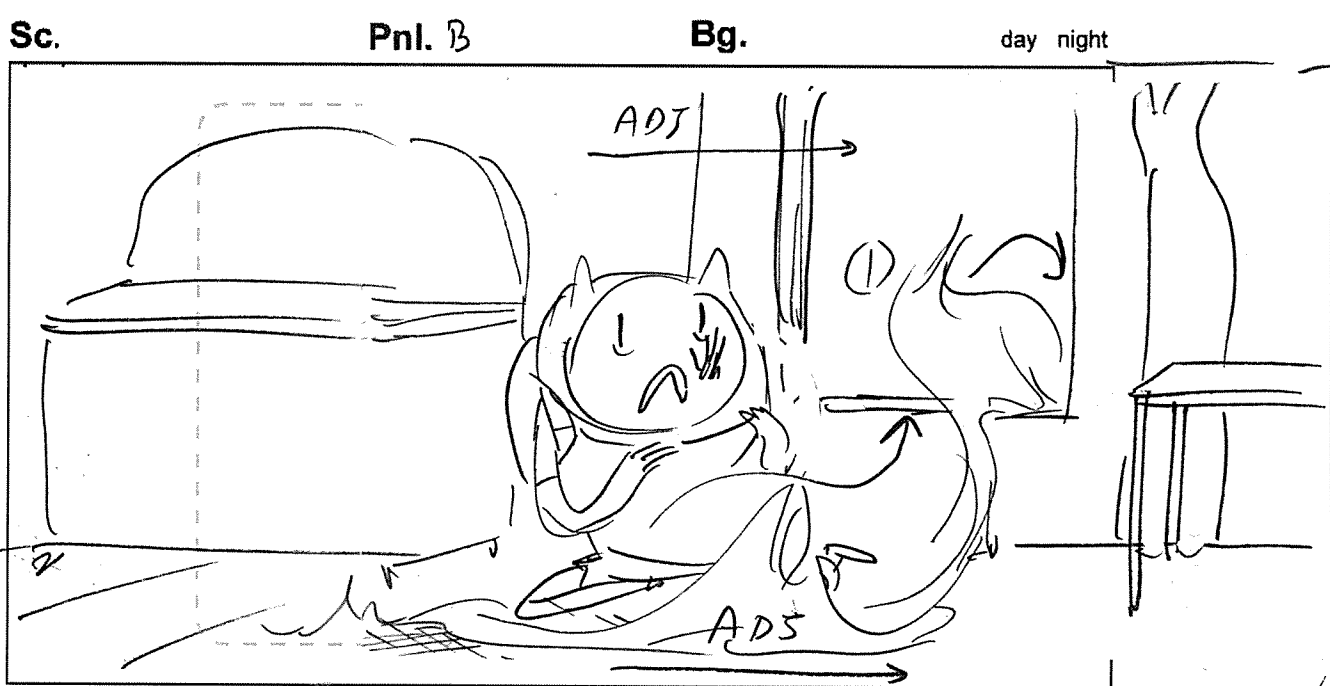
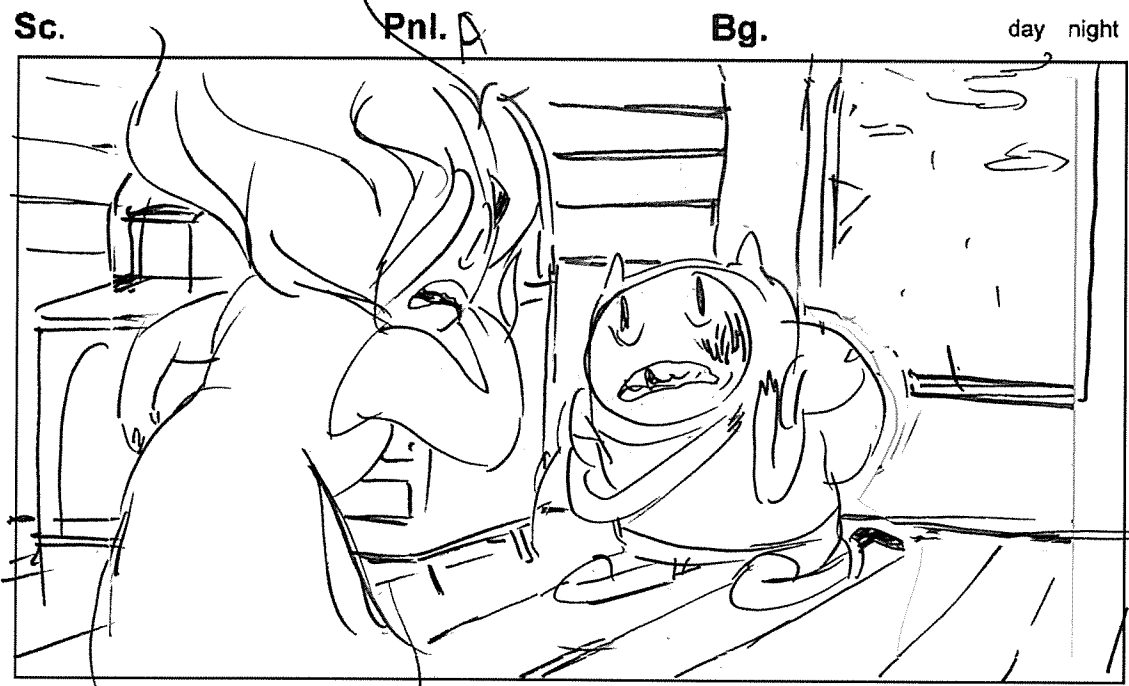
Timing:



LEAVING
A ~~BURN~~
- HAND
PRINT

EPISODE # 100874

ADVENTURE TIME



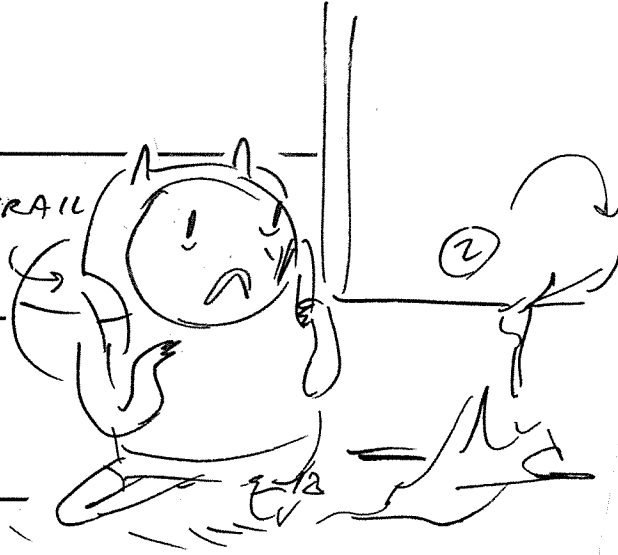
Dialog:

FP) DON'T EVER
MESS WITH ME
AGAIN, YOU FREAK!!!

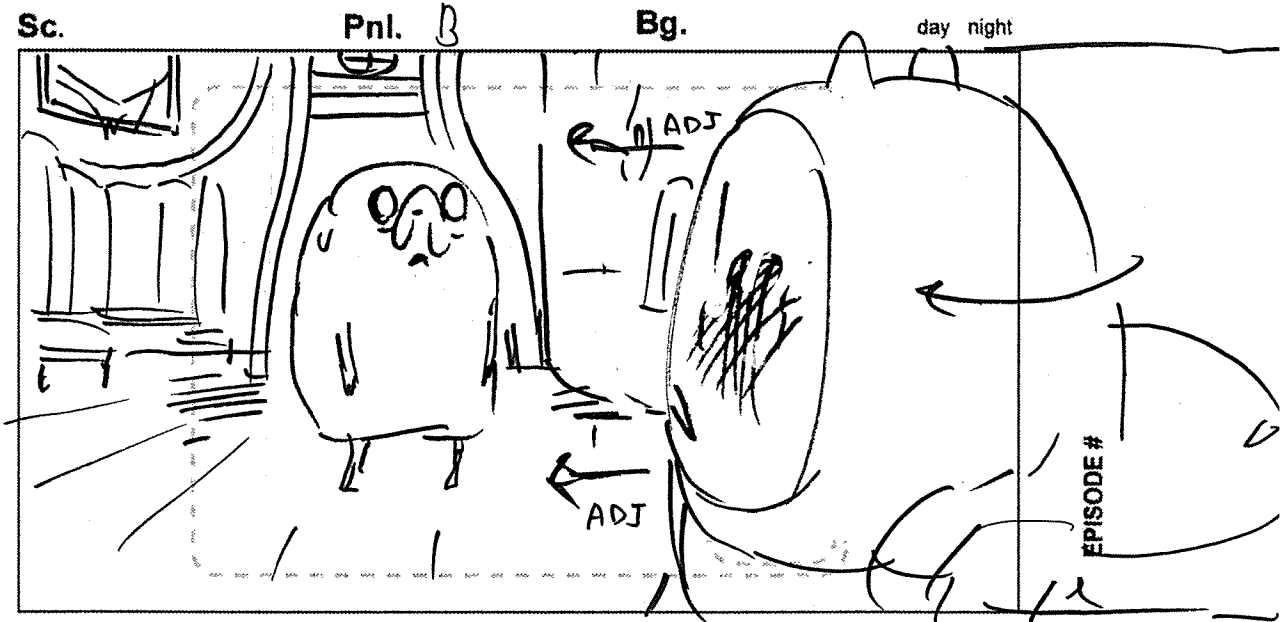
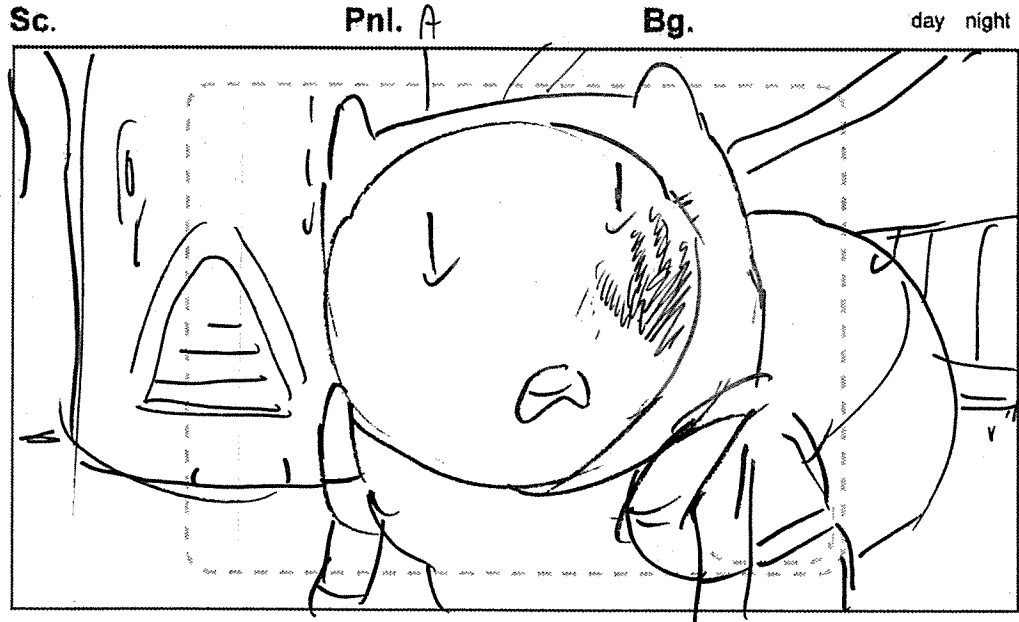
Action:

FP SHOTS OUT THE WINDOW IN A TRAIL
OF FIRE

Timing:



ADVENTURE TIME



Dialog:	
Action:	- F STUNNED -
Timing:	

F LOOKS TO JAKE

Production :

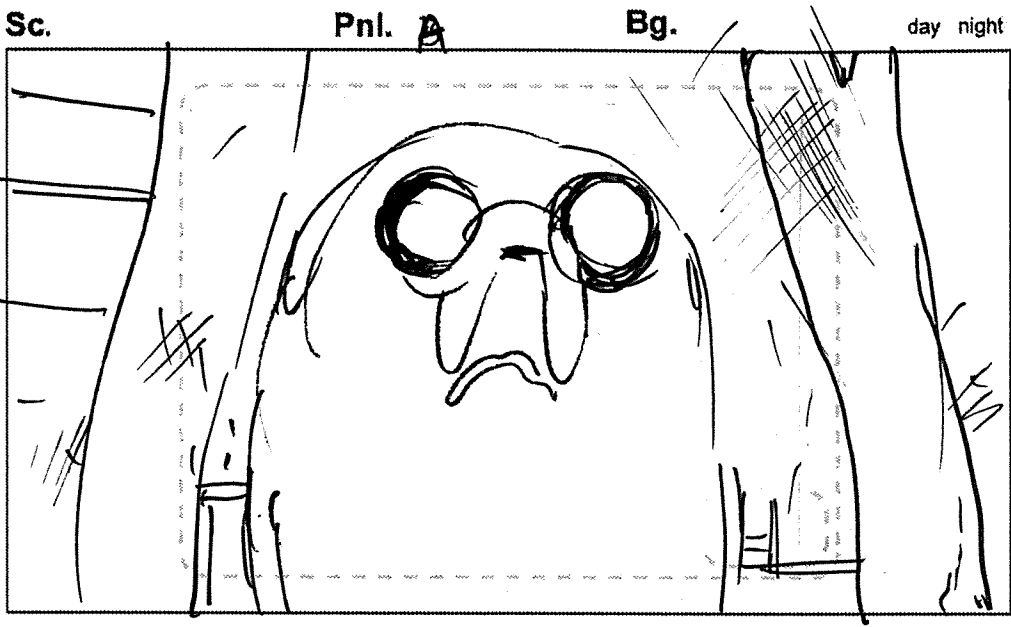
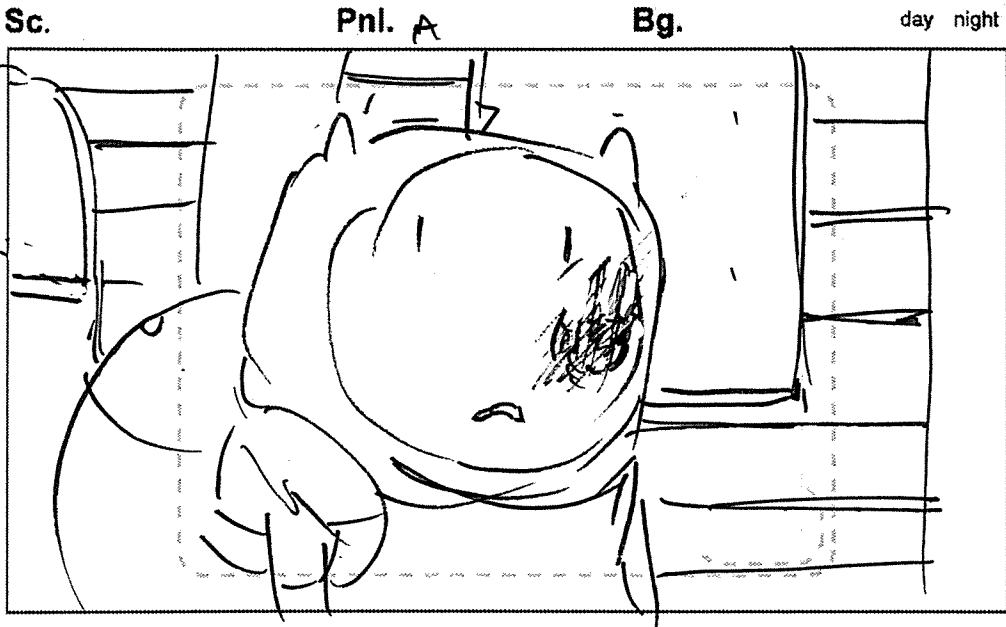
100874

EPISODE #

ADVENTURE TIME



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Dialog:

F) WHO WAS THAT?

Action:

Timing:

(TERRIFIED)
THE PRINCESS
OF THE FIRE
KINGDOM

EPISODE #

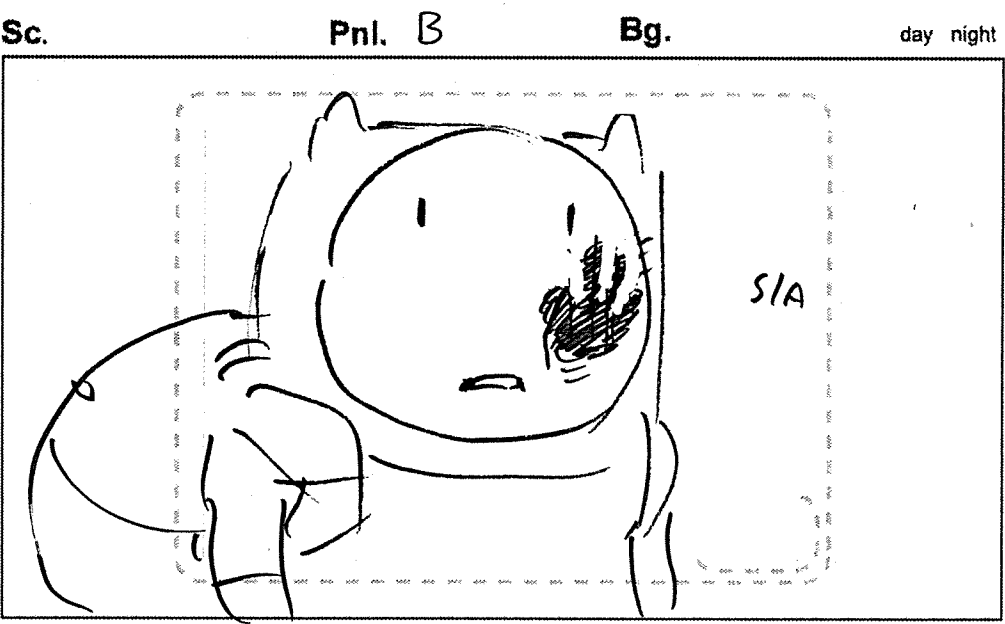
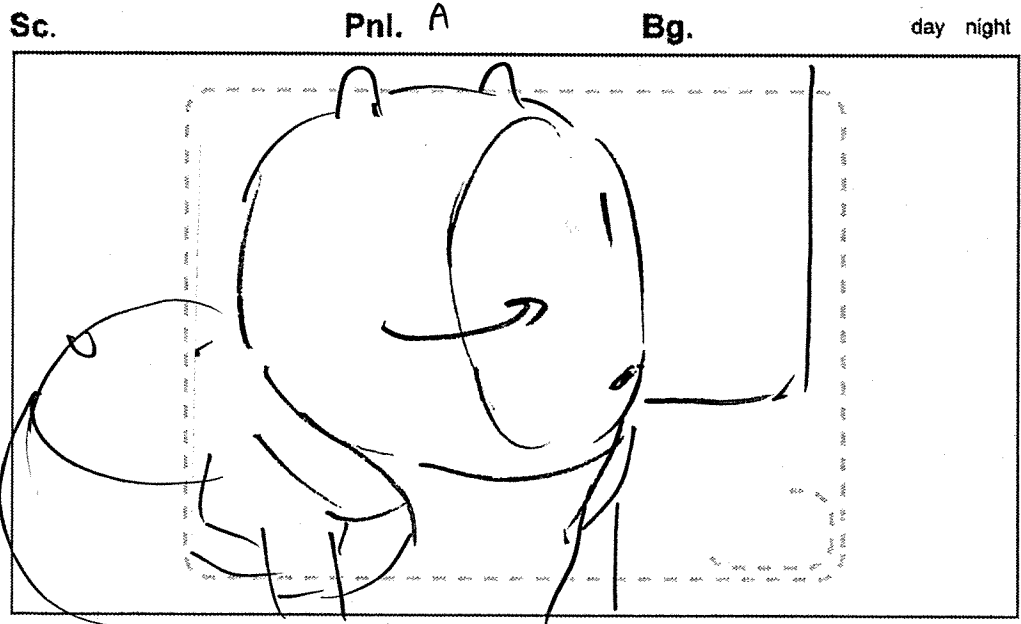
100874

Production :

ADVENTURE TIME



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Dialog:	F) ...	F) DUDE, I THINK I HAVE A CRUSH.
Action:	F TURNS TO WINDOW	F TURNS BACK TO JAKE THE END
Timing:		

EPISODE # 100874
Production :